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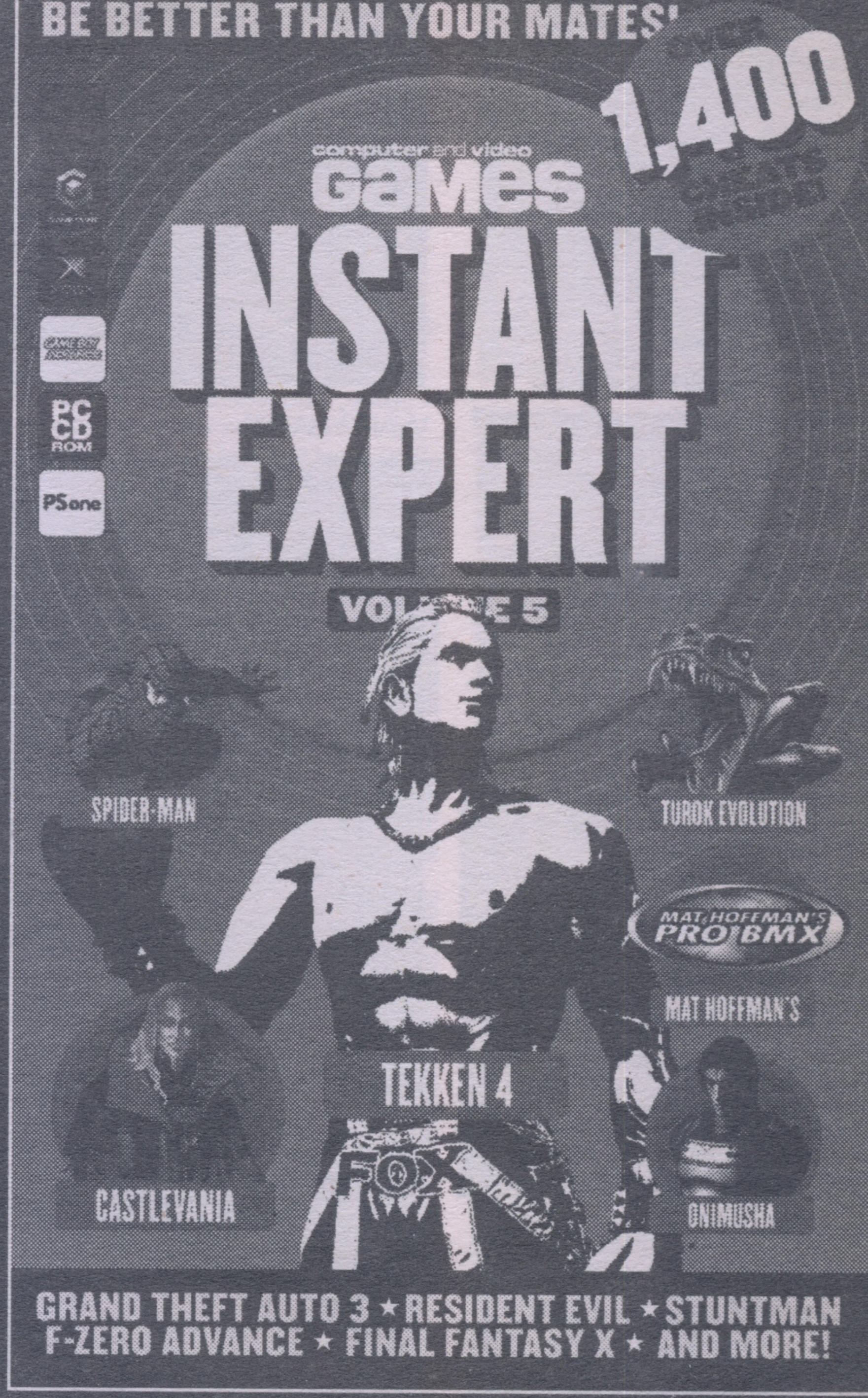
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Written by Joff Brown, Barny Zoeller, Alex Huhtala, Maura Sutton and Danny Boutros
Edited by Georgina Kyriacou

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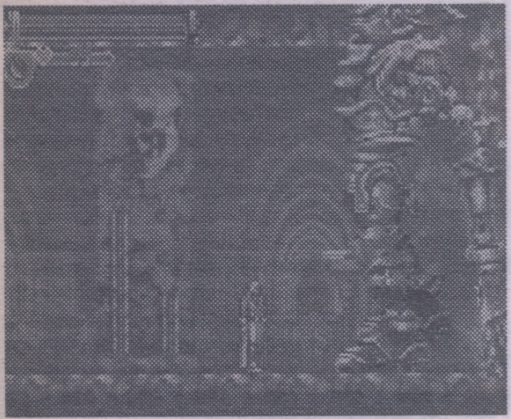
CASTLEVANIA: HARMONY OF DISSONANCE

Are you baffled by Dracula's crazy castle? Then check out these top tips from Joff Brown!

GENERAL TIPS

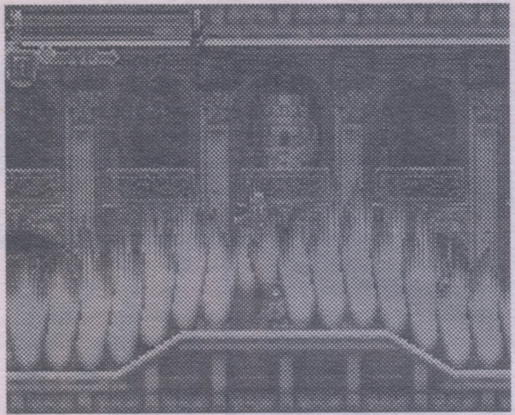
POTIONS

When fighting giant enemies like this one, you have to be careful with your health. You won't be given very many chances to renew your health during the game, so be sure to stock up on as many potions as you can when you get the chance. They're the most useful thing to buy in the shops as well, so don't waste money on armour when you're bound to find some more powerful items anyway.



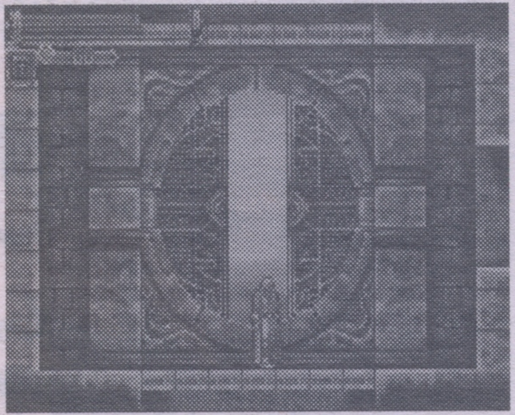
MAGIC ITEMS

You can change your attack every time you find a power stone. Every type of attack will also be powered up if you find a spell book. Learn which attacks are best for each monster by checking their stats when you find the monster encyclopaedia. It will tell you what each monster's most vulnerable to, and you can adjust your powers. You'll get one of the spellbooks if you complete the ball chase in the big room in the bottom right-hand corner of Castle A, but there isn't one in the same place in Castle B, so don't bother looking.



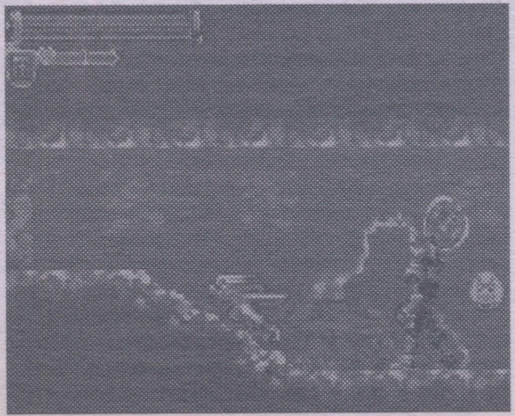
WARP GATES

Don't forget that most warp gates will not only transport you to the other castle, they'll also teleport you to other warp gates you have found! Pressing up or down will change their function. You can save valuable walking time if you use the teleport function properly.



DASH

Maxim will perform a short dash if you press the left or right shoulder buttons. Get used to using it to run through all those boring areas you've explored before, and also to avoid speedy boss attacks. The colour of your 'shadow' depends on the type of cape you have equipped, by the way.

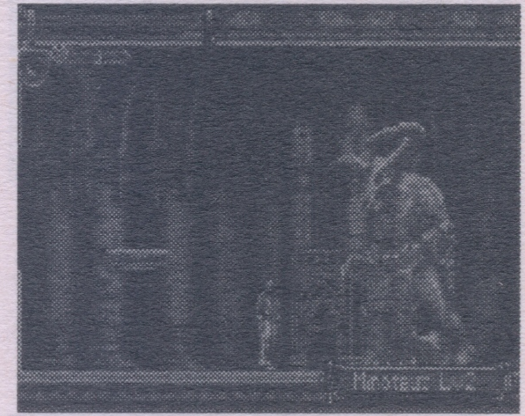


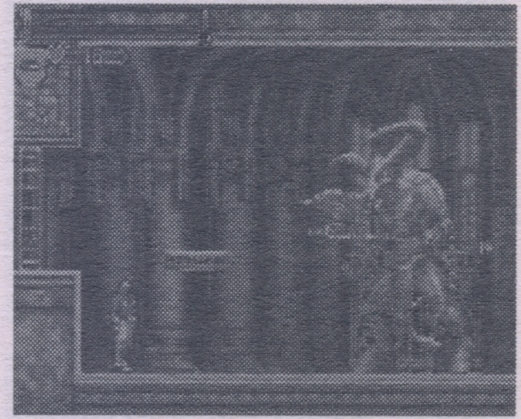
BOSSES

That damn castle is stuffed with boss monsters. Here are some hints for a few of the trickier ones...

MINOTAUR

Remember that when you switch castles, there'll probably be another boss monster in the same place as the other castle. So approach old boss rooms with care. Sometimes the monster will be a harder version of the old boss, like the minotaur, but at other times the monster will be totally different. When you fight Minotaur Other, watch out for his spinning axe and you'll be fine.

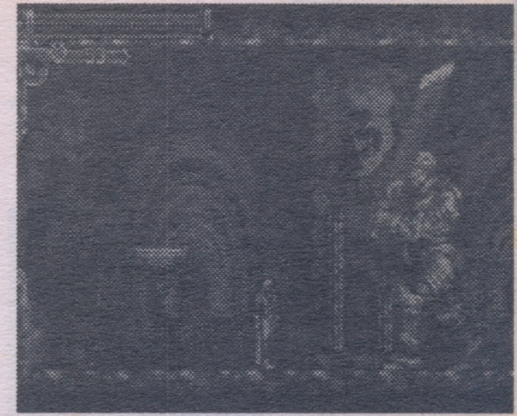


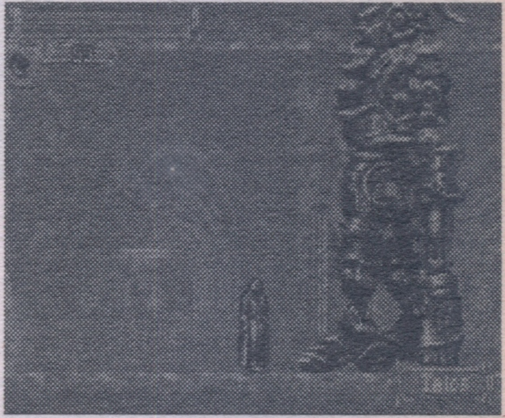


TALOS

Talos is one of the biggest bosses in the whole game. Just as you think you're about to fight an armour boss, he crushes it and attacks you! The trick is to hit his leg constantly, so he moves backwards. If you don't hit him, he'll be able to corner you and you'll be at his mercy.

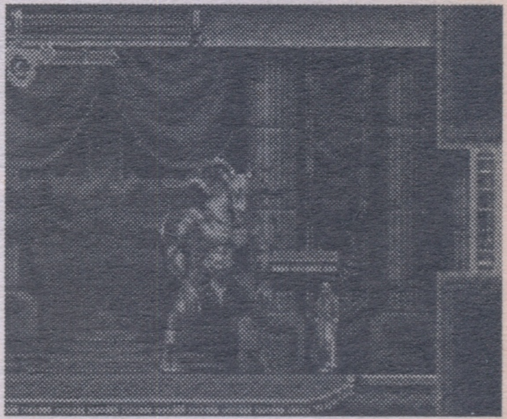
Talos's attacks are relatively easy to spot, so back away when you need to, but run right back in and get hitting.





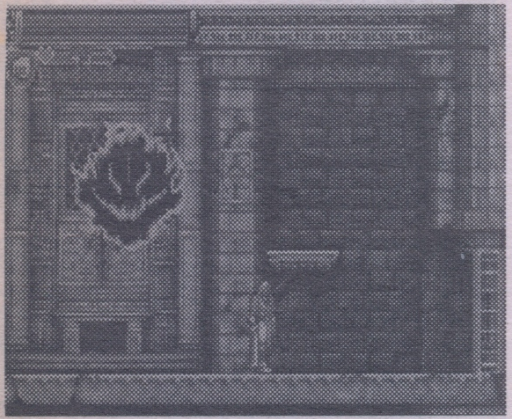
PAZUZU

This Satan-like beastie is tough, but if you take care, you'll wear him down eventually. Use long-range weapons to hit him if you have any. If not, use close-range powers to destroy the swarms of demons. Don't forget your dash moves to keep out of the way of his powerful fireball attacks!



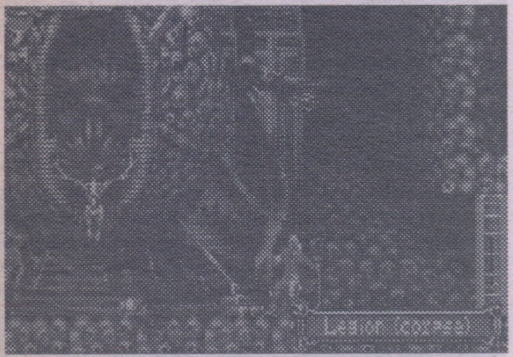
SHADOW

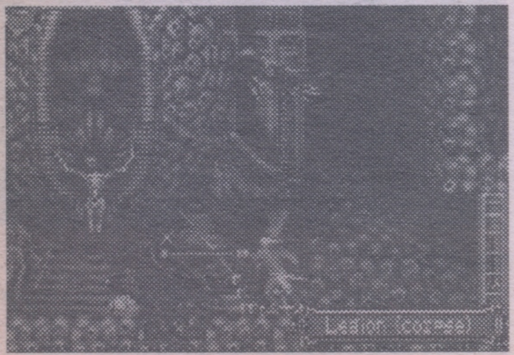
Maxim's evil other half can't be hit when he's in his shadow form, so wait until he's transformed into a creature before hitting it. You'll only really have a problem when he's changed into a moth and you have to avoid the floating spores. Otherwise, stay well away from the sword form and hit the wolf form as much as you can.



LEGION

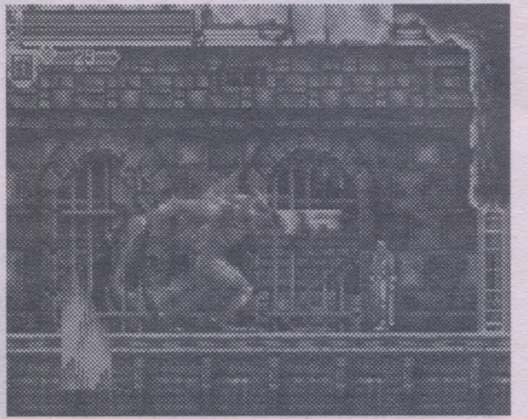
The Legion monsters in the Skeleton Caves arebig but not too hard to kill as long as you stand your ground and try to hit their vulnerable centres. Any spell that delivers sustained damage is useful here. When you're fighting the Legion Corpse, don't stand too near or you'll be cursed. Don't stop hitting, though, or it'll close up and you'll have to to open its tough outer shell with more hits.





GIANT MERMAN

The Giant Merman can summon fishy enemies at his will, so you'd better watch out for him. You'll probably need to use magic to plough through them quickly enough, but don't forget to keep attacking him as you get rid of them. The Giant Merman's other attacks can be avoided by some timely jumping, so you shouldn't sustain too much damage from them.



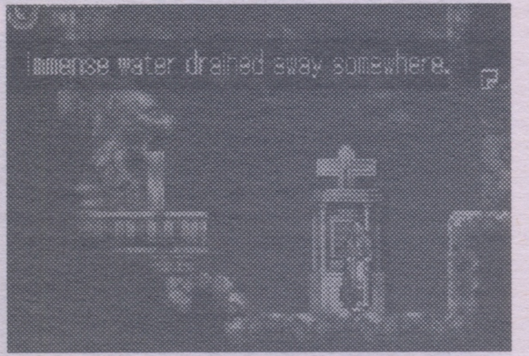
EXTRA HELP

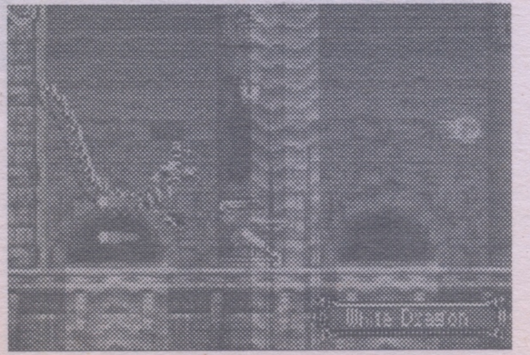
Check out this section for some handy hints at particular points in Juste's journey...

FLOODGATE

When you reach the far right of the Moss-Grown Cave in Castle A, you'll find a tall room filled with water. To empty it, you need to get the Floodgate Key which is at the end of the skeleton cave in the bottom right hand of Castle A. You'll fight the White Dragon to get it, but don't worry because he's a pushover – even if he hits you, he probably won't do enough damage to actually finish you off.

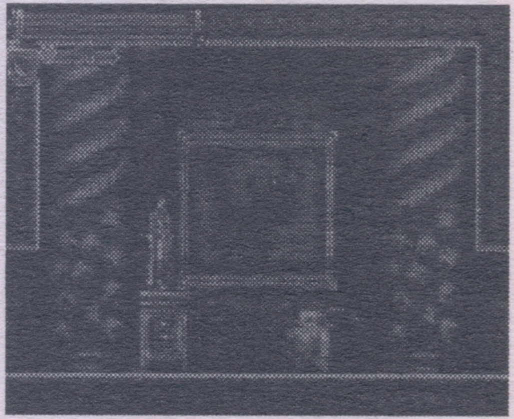
To find the floodgate, go all the way to the bottom right of the Moss-Grown cave, where you'll find a much-needed shop. The floodgate is two rooms to the left.


Immense water drained away somewhere.



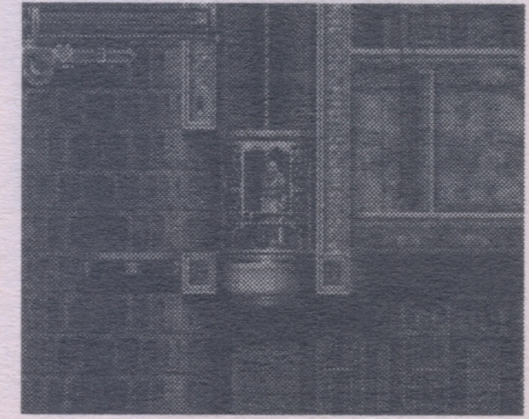
MIMIC

Don't try to kill these funny little guys. They'll mimic all your movements, even when they're running into a wall! Use this to manoeuvre them away from you and you'll be able to pass them without a fight.



LIFT

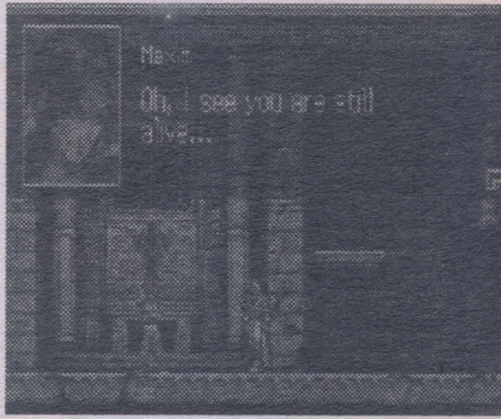
When you make it to the middle area of the castle, don't bother climbing the many staircases. The lift in the central shaft can be used to move up or down much more quickly, and there aren't many interesting items in either castle on the way, so don't feel you're missing out.



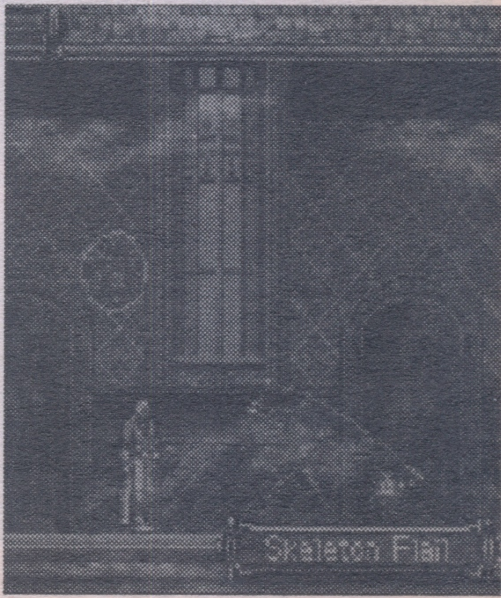
MAXIM

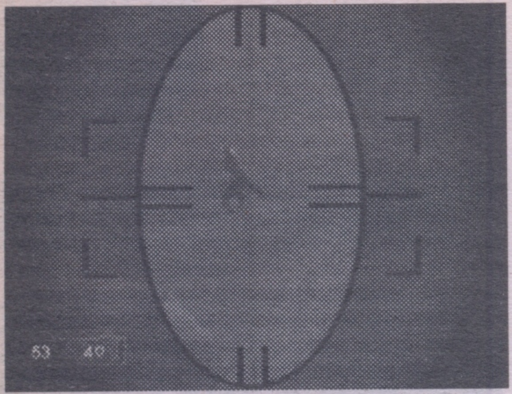
When you eventually reach the central room, you'll face Maxim for the last time. If you equip Maxim's and Juste's bracelets, and fight Maxim in Castle B, you'll face Dracula when you win. But only if you've collected all of his relics!

Here's where they all are. **In Castle A:** Dracula's Eye is in the top right-hand corner of the castle tower room with the long staircase down the left-hand side. Dracula's Nail is in one of the lowest rooms of the Waterway of Aquatic. Dracula's Tooth is in the small room to the left of the great big ball chase chamber in the bottom right-hand corner of the map. Dracula's Ring is in the top right-hand corner of the biggest room in the Approach of Deplore. **In Castle B:** Dracula's Rib is right back at the start of the game, in the tower midway though the entrance outside the castle. Dracula's Heart is to the right of the save room in the Corridor of the Air. You won't be able to get most of these until you're able to high jump and smash your way through doors, however.

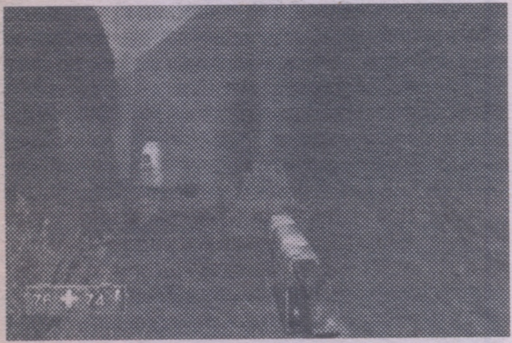

Maxim

Oh, I see you are still alive...





Use your Tekbow zoom to take out the Slegs from a distance and foil their sneaky ambush attempts.

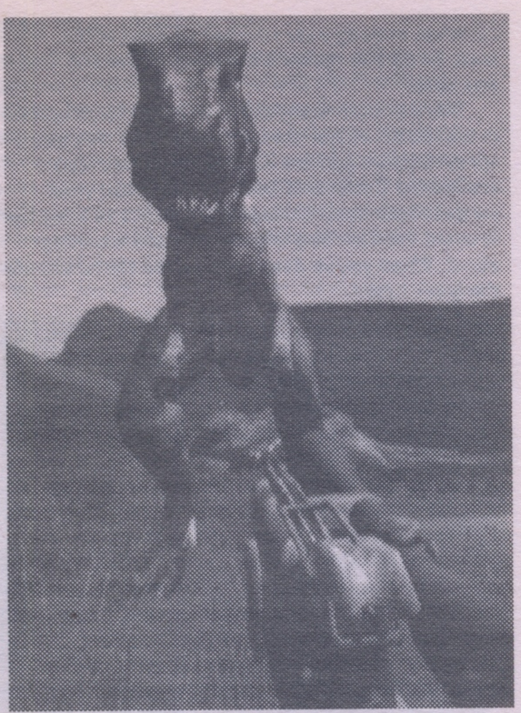


Jump across this ledge to reach the strange-looking switch. Press it to open the ape's mouth.

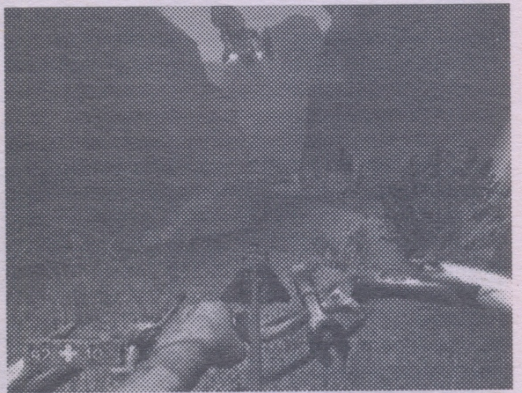
SUMMIT BATTLE

One of the hardest levels in the whole game, and very unforgiving with no save points to ease your frustration. It starts off with a relentless T-Rex battle and never lets up from that point. While you're still hidden from the T-Rex, take a couple of pot-shots at the tail. It will then come rushing towards you at pace. Just keep firing pistol rounds as quickly as possible while backing away from the gnashing jaws. Don't use the bow and arrow as it's too slow, and try to aim for the head.

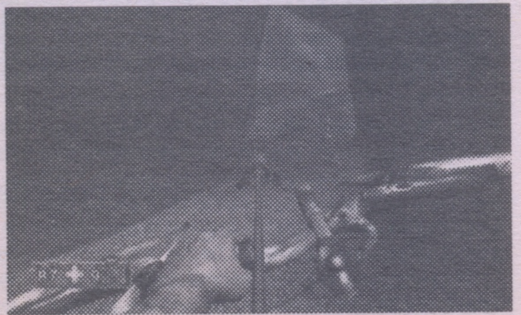
For the next part of the mountain climb use your sniper sight to pick off Slegs. In order to go up you'll first have to descend all the way down to the riverbed. Take any cover you can, and fire an Explosive Arrow in the air to chase away the huge space ship that's hovering nearby. Cross the small bridge and head down to the river bed, moving very slowly as hordes of Sleg will attack you and overwhelm you if you don't pick them off from afar. When you reach the huge rotting animal carcass, climb the rope ladder and start your ascent. This area is crawling with Sleg, and you also need to watch out ahead for landslides. Before running across the large suspension bridge make sure you've destroyed the mounted machineguns. Keep going up until you reach the summit, using Explosive Arrows to repel the waves of Sleg that just keep on coming.



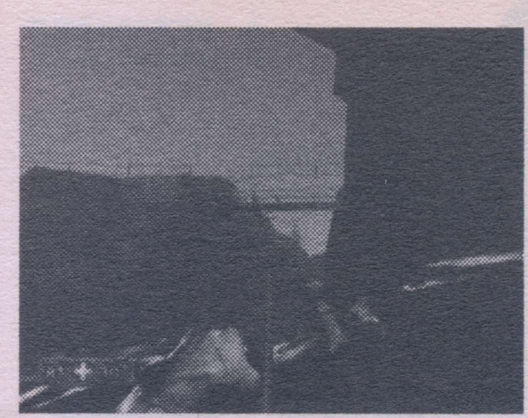
Although small, the pistol is surprisingly effective against an angry T-Rex.



The mountain path is a safe spot, from where you can snipe at the Sleg in the valley below.



You can take cover in this cave, darting out occasionally to shoot an Explosive Arrow at the attack ship.

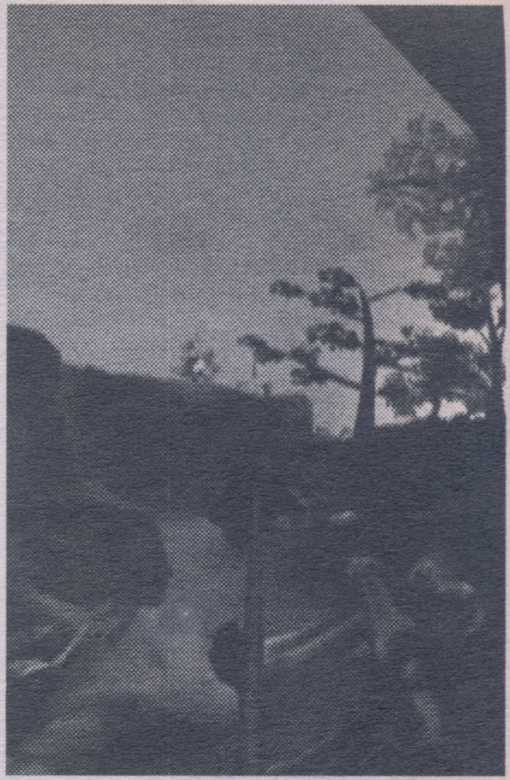


It's tempting to make a dash for the bridge but make sure you've taken out all the Sleg units first.

DESCENT

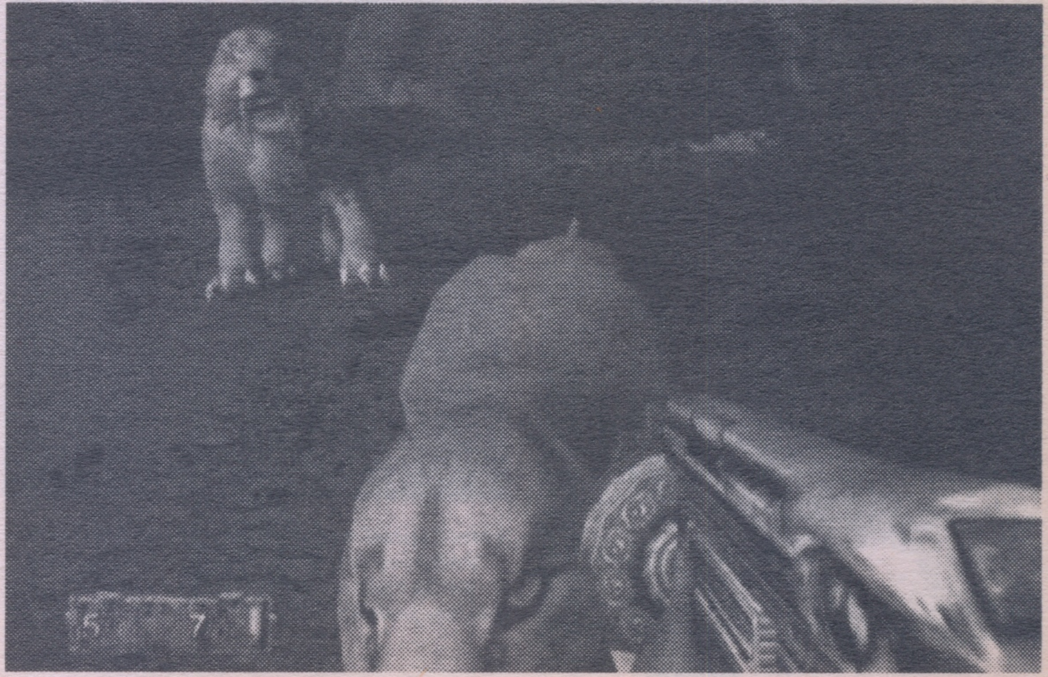
Another very tough level that starts off with an escape from a cave full of vicious Sabre-Toothed Tigers. The Shotgun is the most powerful weapon to use against the tigers when you're cornered but if you can manage to target some of them from a distance, you'll find that continuously firing your pistol at them effectively pins them to the floor and stops them pouncing.

Before leaving the cave through the opening on the left, make sure you search the dead-end to the right to find the Rocket-Launcher. You'll need this for the second part of your descent, where you're faced with wave after wave of tooled-up Slegs. Use Explosive Arrow, Grenades and the Rocket Launcher to thin their ranks and keep pressing onward. If you fall back or try to retreat, they'll just keep coming so you might as well go for it.



Explosive arrows make mincemeat of marauding Sleg units. Try to take out the leaders first to demoralise the rest.

Their claws and jaws are deadly so try to shoot the tigers between the eyes before they pounce.



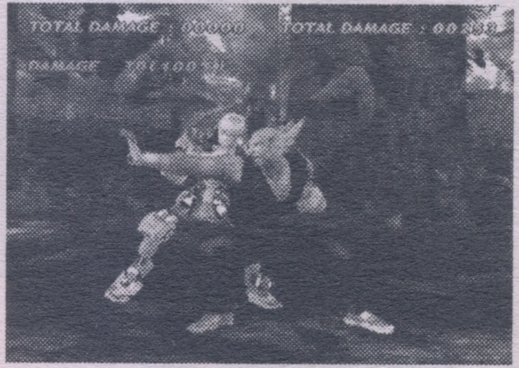
TEKKEN 4

Resident fight-fan Daniel Boutros presents his nifty guide to spanking, Tekken-style

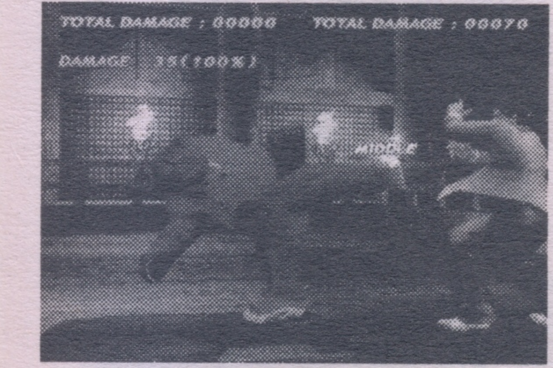
A MOVING EXPERIENCE

A wise man once said that the best martial art is running. Or at least getting out of the way. Funnily enough, that's also a recipe for success in Tekken. Why block a hit, when you can dodge it entirely? Side-stepping is easily done by pressing up or down on the stick and is definitely the choice of champions over any counter or parry.

Running can be commanded with a double tap of the stick towards your enemy. Holding the stick fowards, in mid-run will break an opponent's guard, pressing LK will do a leaping side-kick and RK will do a floor slide. Again, these are generic moves all Tekken characters can perform and will be a vital part of your T4 arsenal. Running toward your opponent is a great way to follow up a far-launching attack, combo or juggle.

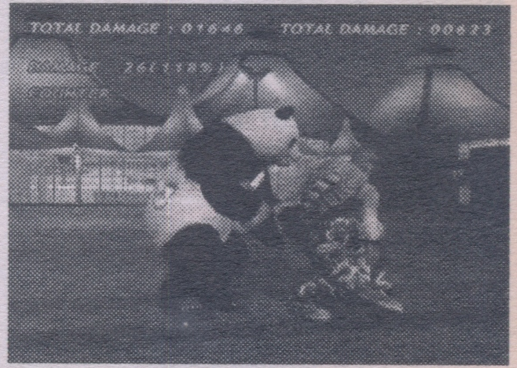

TOTAL DAMAGE : 00000
TOTAL DAMAGE : 00238
DAMAGE 35(100%)

GAY PARIS


TOTAL DAMAGE : 00000
TOTAL DAMAGE : 00070
DAMAGE 35(100%)
MIDDLE

Parries have been overlooked since Tekken 3 and if mastered, can make you very difficult to contend with. The game's too fast to rely on them all the time, but if used at an opportune moment, you can leave an opponent vulnerable to various hells, unleashable at your own discretion. Low Parries can be performed by everyone, with a well-timed DF tap of the joystick/the Dpad and are especially useful against those who like to sweep a lot.

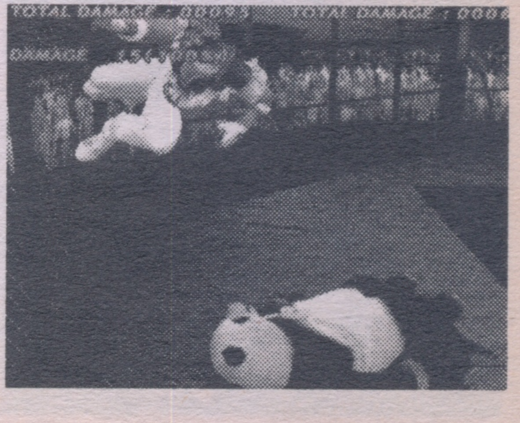
For Law and a few others, High Parries are performed with Back+RP+RK.


TOTAL DAMAGE : 01646
TOTAL DAMAGE : 00623
DAMAGE 26(118%)
COUNTER

TOTAL DAMAGE : 01646
TOTAL DAMAGE : 00623
DAMAGE 26(118%)

RUN, FOREST!

So you've found yourself stuck in a corner tighter than Lisa Reilly's waistband? Don't panic. Up against a wall? Just tap B,B,UB and you can do this. Really...


TOTAL DAMAGE : 00093
TOTAL DAMAGE : 000
DAMAGE

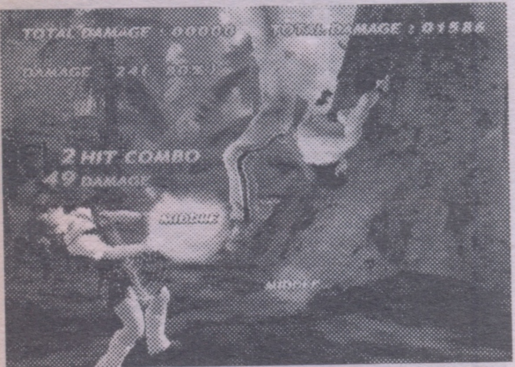
TOTAL DAMAGE : 00110
TOTAL DAMAGE : 00062
DAMAGE 15(100%)

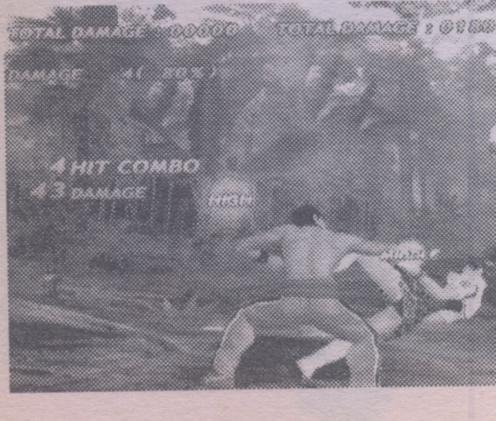
HIT 'EM HIGH, HIT 'EM... HIGHER?

Juggling. Some people say it's cheesy. They're bitter cos they're crap at fighting games. Success at Tekken relies very much on your ability to hit the other person. If they're floating in midair and can't hit you back, that's even better!

Juggles begin by launching the opponent in the air. You can do this with moves that hit the opponent directly up or attacks that bounce them off the floor, or a wall. Most characters can launch opponents with (tap) down-forward+RP – a simple uppercut. Others have throws, power moves and even kicks that can launch an opponent into Disney-juggle-land.

The best characters to practise juggling with are Law and Hiehachi, as their moves are the easiest to perform. Here are some favourites:


TOTAL DAMAGE : 00000
TOTAL DAMAGE : 01586
2 HIT COMBO
49 DAMAGE
MIDDLE


TOTAL DAMAGE : 00000
4 HIT COMBO
43 DAMAGE
HIGH

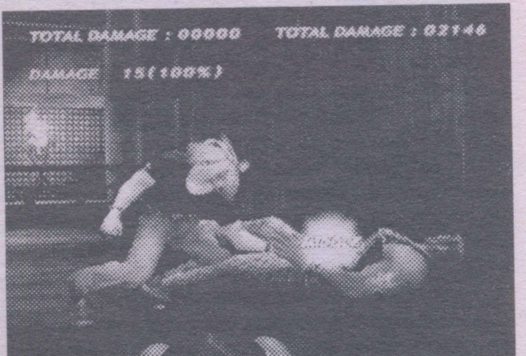
BUILD IT UP, TEAR IT DOWN

Eventually, all that goes up must come down. When your opponent falls back down, you want them to stay down. Yes. To master Tekken you must learn to kick a man (or woman) while he (or she) is down.

Christie, Law, Paul and Hiehachi are masters of floor cheese, as not only do they possess specialised sweep attacks – usually performed with DF+RK, but they also possess overhead strikes which can hit those lying down, meaning frustration for those who want to get on up.

A good tactic is to stand just short of their leg's reach and hit them when they move with axe-handles, long-range sweeps or lunging punches.

Cheesy, but let's face it, honour's old hat.


TOTAL DAMAGE : 00000
TOTAL DAMAGE : 02146
DAMAGE 15(100%)

RESIDENT EVIL

CHOICE OF CHARACTER

Choose your character wisely. This guide is written from Jill's point of view and although the puzzles and battles are the same for both characters, there are subtle differences between them. Jill starts the game with a handgun, lock pick and has eight item slots, while Chris has a survival knife and only six item slots, with no lock pick, making his adventure slightly harder. However, it is a lot easier to shoot zombies' heads off as Chris than it is as Jill, so she will use the Lighter and Fuel Canteen more.

SWORD KEY

When Barry asks you to explore the first floor of the mansion, enter the room with double doors opposite the Dining Hall, kill the zombie and push the chest of drawers to the statue of the woman carrying water. Pick up the map of the first floor. Head back through the Dining Hall to the western hallway and go up to the second floor. There are two zombies in the hallway on this floor. Kill them and pick up the Arrow near the statue on the floor. Examine the Arrow and keep the Arrowhead. Head back into the Main Hall and then out into the Graveyard. Use the Arrowhead on the grave with an indentation and a staircase will open. Notice the space for four Death Masks and pick up the Book of Curse. Examine it and when you turn it around you'll find the Sword Key.

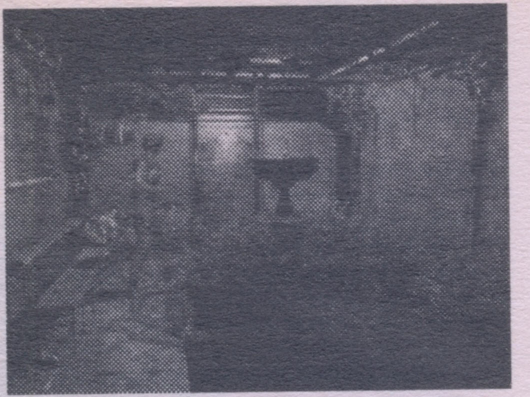
ARMOUR KEY

Pick up the Dog Whistle in the Study on the eastern side of the second floor and take the memo. Now make your way to the second floor Balcony, equipped with enough ammo and healing items. Use the Dog Whistle and kill the dogs that come at you. They will take five or six gunshots or two shotgun shots. Take the Dog Collar and examine it and you'll get the Replica Key. Head back to the far western staircase and go up to the third floor room, where knights on rails guard the Armour Key. Swap the key with the replica.

DEATH MASK 1/KNIGHTS PUZZLE

The Knights become a bit over-protective if you try and pick up the jewellery box before solving the puzzle, the room will fill with poisonous gas.

When you enter the Knights Room, the knight statues will come out. You need to push them all in, in order to release the Death Mask. Push the knight statues in this order: top left, bottom right, top right, top left, bottom left, top right, bottom right, bottom left. Pick up the Jewellery Box; to open it, push the two switches that resemble a heart and find the Death Mask inside.



MASK 2

The crows won't attack you so don't waste your ammo on them.

The colours of stained glass need to correspond to the jewellery colours in the painting.

In the Stained Glass room, the colours of the stained glass paintings need to correspond to the colours of the jewellery on the painting. The stained glass picture closest to the painting (bracelet) needs to be orange, the second stained glass needs to be purple (necklace) and the third needs to be green (crown). A door will open taking you into the Graveyard, where you can pick up the second Mask.

MASK 3

Take the Herbicide from the Garden passage on the first floor and head to the Vine room on the other side of the mansion. You'll find a creature with tentacles on which the bullets won't work. Use the Herbicide in the water supply and it will kill the creature, allowing you to pick up the third Mask. Pick up as many Herbs in this room as you can carry and put them in your Item Box; you will need them later.

SHIELD KEY

Match the clock hands to the clues in the paintings. In the Music room opposite the Dining Hall pick up the Music Score 1. In the kitchen on the opposite side of the mansion, light the candles on the table and push the cupboard. After killing the zombie hiding in there, pick up the Music Score 2. Combine the scores and you have the Moonlight Sonata. Head back into the Dining Hall and pick up the Wooden Emblem above the fireplace. Now go to the music room and play the sonata. A secret door will open. In the passage replace the Gold Emblem with the Wooden one and head back into the Dining Hall. Use the Golden Emblem above the fireplace. The Clock will open and you face another puzzle. The hands on the clock must correspond to the painting next to it. Move the hands so that the small hand is at 6pm. Pick up the Shield Key.

MASK 4/SNAKE BOSS

Go back to where Richard is recuperating - note that the first time you encounter Richard and need to heal him, you must do this as quickly as possible or he will die. Open the Attic door with the Shield Key and battle the snake boss. Keep shooting it with the shotgun or the grenade launcher and Richard will help you. After Richard is killed, pick up his assault shotgun and shoot the snake until you chase it away. Pick up the fourth Mask and head back to the graveyard with all four Masks. You will have to finish the snake boss later. Be careful of the snake's poison.

NEPTUNE SHARK

In Room 001 pick up the Control Room Key and head down the secret ladder in Room 002. You will encounter three sharks in the Aqua Ring in the underground lab. The first two are easy to kill but the great white shark, Neptune, is a little tougher. You should save the game before you head underground.

Neptune swims in circles; try to evade it while heading for the Control Room opposite the entrance. In the Control Room read the white panel on the desk and it will tell you the number setting for the gas pressure. To the right is a security computer; use it to start draining water. A countdown will start. Pull the shutters on the glass wall. They get stuck so go to the computer opposite the glass wall and release the lock.

Just outside are three gas tanks; use the one with the number corresponding to the white panel (2). Release the security lock again and pull the shutters. The water in the pool is drained. Back in the drained pool room, go past the shark, which appears to be dead, and climb onto the platform. When you try to grab the Gallery Key, the shark will jump out, push the fuse box into the water and then turn the power on to electrocute the shark and grab the key.

PLANT 42

You don't actually have to fight this boss - simply prepare the V-Jolt chemical following the instructions in the Gallery Lab and use it on Plant 42's roots. The roots are in the underground lab, next to the Control Room. Head back and in the cutscene Barry will help you defeat the boss. Pick up the Helmet Key and head back to the mansion. On the way back to the mansion pick up the Stone and Metal Object. You will need it later.

STATUE ROOM/MOVING WALL ROOM

You only need to get the statue in front of the recess, not all the way in.

Double whammy! A medal and a secret passage.

Push the statue at the entrance straight through and the walls will start closing in on you. Run behind the right wall and push the switch. You need to be quick so run back to the statue and push it into the opening to the left. As you haven't got too much time here, you only need to start pushing the statue into the wall recess for the mechanism to kick in and finish the job for you. A secret passage opens and you will find the Eagle Medal.

ANIMAL HEADS ROOM

As you enter this room, you will notice the stuffed eagle on the wall following your movements. Push the two chests of drawers so that they are under the stuffed animal heads and notice that the eagle will lock on at one point, allowing you a little manoeuvring time. Turn the lights off and see the yellow and red glow in the eyes of the stuffed animals. When the eagle is locked on, grab the Yellow and Red Gems. The Red Gem is used to open the second Jewellery Box and the Yellow Gem is used to get the MO Disk (with the Blue Gem) on the Tiger Statue.

WATERFALL/MINING AREA

You will need the Battery found in the Storage room near the Kitchen to power up the lifts outside so that you can get under the waterfall. When you have powered the lift in the Mining Area, go down with Barry. Explore the area and head through the only door available. You will encounter Lisa Trevor in the long corridor. Don't try to kill her - she walks in a pattern and you can avoid her.

Look at your map and head right, push the crate to the transport lift and head back to where you left Barry. He will take the lift up and leave you stranded. Go down the ladder to see the crate you transported appear, push it to the garbage compacting unit and you'll get the broken flame-thrower. Take it and head back towards Lisa Trevor. Notice the switch on the first junction of the corridor. Push it; it's on a timer so run towards the locked door. Use the flame-thrower on the hook by the door to release the lock.

LISA TREVOR – BOSS BATTLE

Lisa Trevor is a fairly indestructible boss and as you are reunited with Barry here, you have to try to protect him from Lisa too. Give Barry his gun back if you want him to help you. There are four chained stones here that you should use to defeat her. Shoot Lisa until she

falls then run to each stone and push it over the edge. When you've pushed the final stone, the lid on the coffin will slip out and Lisa will jump into the abyss.

X-RAY ROOM

When you arrive at the lab area, most doors are locked. Solving the puzzle in the X-Ray Room will open up a number of locks. First, notice the X-rays on the wall; the initials on them are AB and EF. Next, pick up the two X-rays with initials CD and GH and slot them alphabetically into two empty slots in the lit wall. Pick up the report and look at the left wall where organs are named. Turn the light switch and notice that an organ is lit red on each X-ray. The initial of each organ spells CELL, which is your password to unlock the Video Room on B2 floor. To log onto the computer, use JOHN as a log-in name and ADA as a password.

ESCAPE

To power up the lift in the Power Area, enter the long maze of corridors leading to the main power computer. In the first room, go to the far right and pick up the empty Fuel Container. Explore all three rooms before you refill the fuel and kill all Chimeras - two shotgun shots should do it. In the second room is the GameCube that reads the third MO Disk. Head back and refuel the Fuel Container in the room opposite the X-Ray room. You will have to walk back now, as running may cause an explosion. Put the Fuel Container back and then head into the third power room and power up the computer. Before you leave this area, head back to the door with the three locks that are now released, where you will find the imprisoned Chris.

TYRANT BATTLES

There are two final battles left, both of them with the infamous Tyrant, last seen in Resident Evil: Code Veronica. The first Tyrant is released by Wesker and can be killed easily; just try to avoid him hitting you. Make sure you have two First Aid Sprays or Green and Red Herb Mixes and shoot him with the Magnum or Grenades. The second Tyrant battle is right at the end. He arrives after you've used the signal rockets. Hit him with everything you've got and if you want the best ending, try to draw the Tyrant's attention away from Barry and Chris.

STUNTMAN

TOOTHLESS IN WAPPING

HICCUP WITH THE PICKUP

The best way to perform the first handbrake turn is to start turning at full speed before pressing Circle. Aim to get the whole car in the zone coming out the far side while keeping accelerate held down.

Following this are a few tight turns. You do not need to be going full speed to finish the level so use the brake to keep the car under control. When you reach the tunnel speed up to overtake the car before the oncoming traffic blocks you out. The rest is easy.

'SAFE STEALIN'

You will need to be careful when you have to smash the van door off. Aim to clip it rather than risk colliding with the backside of the van. After this you need to go round the corner and brake in the zone. Hand brake turn into it to swing round quickly.

In the next braking zone hold down L2+R2 to get a reverse view to make sure you don't veer off course. Reverse into the marker and slam on the accelerator to make the jump. As soon as you leave the jump-landing marker, press the break to stop before going over the side.

ROZZER BOWER

Clip the life raft and go straight through the warehouse. Avoid the forklifts in the next warehouse and stick to the left on the way out to make the jump. After doing the following, handbrake drive around the left of the truck to make it count.

In the tunnel over-take the first car then speed up to get past the next. Stick to the middle of the road and squeeze through the indicated gap at full speed so that you can zoom down the road to hit the side of the dumpster with your left front wheel at full speed.

FINK IN THE DRINK

This is one of the easiest stunts in the game. All you need to do is avoid falling too far behind the lead car and smack into the indicated obstacles. When you need to bump the other car into the water make sure you brake before making contact to avoid falling in the water.

FILLED IN

Follow the van through a few twisting turns. In the warehouse aim your vehicle slightly to the right before making the jump. Press the brake in midair for a safer landing. To successfully swerve the trucks afterwards requires you to drive through the yellow marker.

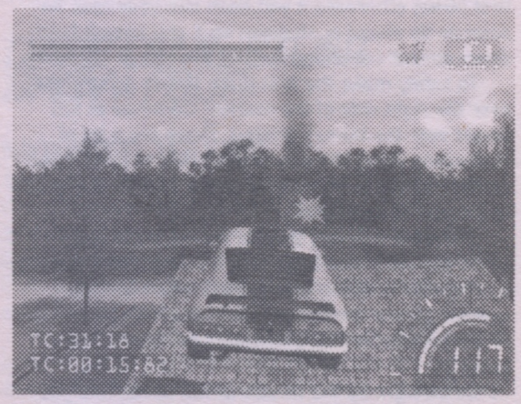
When you reach the next ramp, slow down at the top while staying left. So long as you do not touch the forklift (or the one below) you will make the stunt.

Enter the warehouse after and steer through the gap. Scrape along the wall to get under the ladder and press L1 in the next marked area.

DARE DEVIL STUNT SHOW ONE

CANNON JUMP

As soon as it starts, hold down the accelerator and do not do any steering. Go flat out over the jump and through both hoops. When you enter the tunnel, tap left to gain the correct angle and slow down a fraction as you are aiming to smash into the highest pile of cars.



A WHOOPIN' AND A HOLLERIN'

OUTTA TOWN NITRO

Go through the first fence and point your car at the middle of the smoke ahead. Drive over the ridge and brake once you've smashed the chimney to land safely. Speed along the road and without slowing down aim for the ramp pointing slightly right to avoid a car on the other side.

When you land turn the corner and start turning right before smashing through the building. Aim to pass right by the white building and go full speed over the next ramp to get through the train in time. Once you're clear press brake, go right and cross the tracks.

At the pool jump, aim slightly left and handbrake right through the fence afterwards. Keep your speed up through the garage to get past the falling chimneys. Stay at full speed through the billboard, and hold down L1 from the nitro zone until you land before slamming on the brakes.

THE CORKSCREW

After over-taking the white van, stick to the right side of the road to make the jump. Afterwards stay on the grass on the right to avoid oncoming traffic and turn right before the roadblock. After the dirt track squeeze through the trees without hitting the chase car afterwards. When you are about to over-take the second vehicle on the dirt track, slow down and turn left through the tunnel, then right. After this go through the barn followed by some easy jumps. Finally, hit the corkscrew as straight as you can at full speed.

TAME THE TRAIN

Dodge the cars and speed up the hill. Aim for the middle of the fence and as soon as you touch the train slam on the brakes to regain control of the car. Straighten up and drive along the train and onto the flatbed. Gently move off onto the platform on the right. Go through the gap and smash the sign. Start aiming left before hitting the tables to get through the moving gap and car wash in a smooth line to sta at full speed when you hit the other side. Race across the track ahead before the oncoming train smacks you and turn left.

Go through the next checkpoint and carefully get in between the two trains. Drive along in between and then get on the centre of the track as soon as the trains are gone. Speed along the tracks and as soon as the bridge ends, steer off to the left before the oncoming train.

DARE DEVIL STUNT SHOW TWO

CAR DOMINOES

Aim for the side of each car while pointing towards the next and let go of X just before each contact to avoid being knocked the wrong way. For the last three, aim for the middle of the centre and left cars before going over the jump and pressing L1 just before the sign.

BLOOD OATH

OFFICE OBLITERATION

This is a high-speed stunt section where you will have to keep the accelerator held down almost constantly. When over-taking the first few cars you do not have to pass through the indicator. Just make sure you are close and on the correct side.

Go through the barrier and stick to the white lines on the right side to avoid most of the traffic. After a white van you should cross over to the other side and through the barrier to speed past a car in front. Go left and touch sides with the van before going in between the two trucks.

When you over-take the next car you will have to swerve around and back to the left before getting crushed by either the barrier or the truck. When you reach the building go slow and through the glass straight to land on the truck beneath.

DOWNTOWN DASH

This is the first time you get to drive a car with decent handling and this makes this scene a lot easier than most of the others. When you reverse ou of the alley at the start, hold down R2+L2 and aim fo the front of the blocking car. Swerve through the traffic and down the alley. Line yourself up straight with the ramp and try not to fall off the side of the truck. When you reach the final jump, line yourself up dead straight with the ramp and let go of X for a few seconds to hopefully land in the truck.

TUK TUK CHASE

The hardest thing about this scene is controlling the Tuk Tuk when cornering. It always tends to over-steer and then tilt to the side, meaning you will spend a lot of time snaking around. As the other Tuk Tuk is fast, you will fall behind and fail.

Most of the scene involves negotiating tight alleys and swerving through traffic. Do not try to corner too fast – instead try releasing the accelerator for a second before each turn to slow down a little. You should also try to take corners wide where possible.

ROOFTOP RUMBLE

Once again you are in a Tuk Tuk but you should be used to it by now. When it says "get close to the explosion" do not get too close as the blast is likely to knock you over. After the first explosion you will need to drive slowly up the ramp to avoid falling over.

At the top, turn left then right through the building. Drive around the rooftop and make the first easy jump. For the second jump line yourself up by the green direction markings (just after landing from first jump), then go full speed down the alley to get across the second jump.

Cross another small bridge and slow down before turning right past the checkpoint (as it slopes, going fast will tumble you over) and go down the slope and over the next jump. Meander over the rooftops until it says "onto the canopy". Drive full speed along it.

If you are too slow it will collapse under you. Drive down the end and through the gap. Hit the next ramp at full speed, keeping the accelerator held down. Now aim towards the next checkpoint and do not slow down until you have made the jump and landed in the barge.

DARE DEVIL STUNT SHOW THREE

HELL DRIVERS

Always try to keep some part of your vehicle in the moving yellow marker. Keep releasing the accelerator to keep your speed in line with the car in front. To do the jumps make sure you slow down before going over or you will trash the car in front and fail the stunt.

CONSPIRACY

SUSPECTS ON SNOWMOBILES

This is another quick scene. As the snowmobiles are quite stable, you should be able to do most of the corners and stunts at full speed. Race past the trees and smash through the skis. Make the short jump and head left.

Follow the other snow mobile around a few turns and up some steps. At the top turn 180° and smash through the tables into the window and through the balcony. Speed out of the other side and head straight up to the jump at full speed; you should just make it.

Go straight through your window, out the other side and immediately turn left. Start chasing the snowmobile, keeping your speed up. After a few more easy jumps and turns, zoom towards the marked area and press L1 to jump off the snowmobile and complete the scene.

HUNTED BY MICROLITES

Let the snowmobile ahead stay ahead through the first street otherwise it will bash into your rear. As soon as its ahead push down on X and keep it held down almost continuously until the end of the scene.

To safely make the first jump aim to go straight over the right side of the marker. Continue at full speed over the bumpy ground. There are a lot of explosions along the way and it's best to pass most on the right side. If you go over the middle of one you might end up in midair.

The terrain is very bumpy. Do not try to steer when you are about to go over a bump. After making a jump over a falling tree you will often find the uneven ground throws you off in the wrong direction. After this aim for the snowman and head to the jump.

Go straight up the middle at full speed and you should hit the microlite in midair. If you do not and you have already missed more than one stunt, then restart. When you land keep going at full speed until you go through a shed. Slow down and turn right before shooting over the edge.

Stick to the cliff face and drive around the ledge. At no point slow down as you will need to avoid falling trees. Stick to the right of the explosion to avoid another snowmobile. For the final jump you need to go straight up the ramp and through the marker to get into the barn.

RIVER RACE

From the start stick to the side of the track before gradually moving to the middle to take out the supports. When you reach the rocks let go of the accelerator and try to drift through. Head left and aim to take the crash, gap and logs in one smooth line.

Be careful not to let the side of your vehicle slide into the next set of rocks before going over the waterfall. Slow down as soon as you land and start making the left turn early. Follow the other vehicle round the bend and go straight through the boathouse. Keep after the truck and swerve in between the fallen trees. Crash through the next fence while already turning left. Then drive full speed towards the building before heading left onto the jump. Aim to go over the top pointing very slightly right to hit the cable car full on.

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DARE DEVIL STUNT SHOW FOUR

MONSTER TRUCKS

The trick to getting around the circuit is to not go too fast. Drive over the first set of cars. Make the following jump at full speed. Carefully go round to the next checkpoint. Do the next jump at full speed then aim to drive the right wheels of the truck over the following cars.

As soon as you've done that do another full speed jump to get on top of the next set of cars (for some reason landing on cars at speed is easier than slowly driving over them). And race to the finish line. Now you need to do another two full laps.

You will notice by the time you reach the third lap that most of the cars you are meant to be crushing have been knocked all over the place. An easy way to get past a checkpoint is to swerve out slightly and then swing into it from the side and smash the cars out of the way.

THE SCARAB OF LOST SOULS

WAKE THE GARRISON

Smash through the checkpoint and swerve the truck. Take the left late and slide your truck out so that the side connects firmly with the truck racing right. After this smash through some stalls and do a 180° handbrake turn in the zone.

The next part of the stunt follows the same lines of driving near explosions and doing hand-brake turns. When jumping down to the stalls slow before take off and start turning right. To get to the gap, stick to the right wall as you corner, then get to the end and press L1.

PANZER ATTACK

If you bang into the walls on the first few corners and slow down you may as well restart. The best way to get round and say in touch with the staff car is by driving in its tracks. Head slightly left round the next corner to drive through the first trucks dust.

To get through the market use the sand dune in front of it as a mini-jump but be careful not to over-take the lead vehicle. As you go over the next rise, head right. Drive down to the truck and try to lightly brush the side of your vehicle against the front side of the truck.

After smashing into the rigged building, brake and turn left to avoid a vehicle. Head up hill through the marker. Speed through the two explosions then after the third slow down slightly and start turning right to hopefully slide through the tank shot and stay on course to jump the canyon.

As you land on the other side let go of X to regain control and steer right and into the building. Go left round the rock and smash through the next marker at full speed. Without slowing head to the zone press L1 to jump out of the vehicle before impact.

TEMPLE TRAP

To make the first jump stick to the left wall and turn so that you vehicle is already heading right before launching off the jump so that you land in the designated landing zone. Speed round the pillars and through the temple and over the jump.

After passing through the next checkpoint turn to the left and zoom in between the moving trucks. Head to the green markers on the left, face right and speed through the object and over the long jump.

Afterwards aim for the barrels and steer left to get through the checkpoint.

Squeeze through the barbed wire and smash the next object before turning left and up the temple ramp. As you go over the top, slow down, aim left to avoid sailing clean over and off the other side and slam on the brakes when you land. Head along the temple roof.

Take the next jump slowly and brake hard when you land so that you can make the sharp left turn rather than run off the end of the building. Skirt round the pool, pass through the temple then get ahead of the truck. Avoid the falling rumble and line yourself up to make the jump.

SINK THE U-BOAT

After the first checkpoint crash into the boxes and bring yourself round to the left next to a truck and when facing straight press L1 to bring down a column. The tricky bit is doing this without stopping or missing the pillar while maintaining speed.

Do all this without stopping and race in between the tanks and along the pillar to jump off on the other side of the wall. Head through the hut while you begin to turn left and then over-take the truck. Zoom through an explosion and then a rigged hut. Smash through some trucks and over a very short jump. At full speed take off the wing on the plane and weave in between the wreckage. Race for the explosion marker and steer left to reach another explosion just down the hill. Then head straight through the wall at the bottom.

Go through the second wall and along the path. Round the corner and smash through the stalls.

Go left then get ready to clip the corner of the next building on the right. After the truck passes, turn left through the wall and down to the dock where there is an easy jump to hit the sub.

DARE DEVIL STUNT SHOW FIVE

WORLD RECORD

First press Select to switch to one of the in-car views, otherwise when you are under the loop you will not be able to see your car. Speed round, head for the zone, hit the nitro and, assuming you aimed straight, you should fly over the busses and cross the finish line.

LIVE TWICE FOR TOMORROW

MOUNTAIN CHASE

The trick to finishing this difficult scene is to keep your speed down by letting go of the accelerator whenever you feel the car is on the verge of being out of control. Drive out from behind the truck and drive near the first two marked cars.

Slow down slightly for the left bend until you can see the oncoming car and drive past it on the left. After this stick to the right edge until you can swing out to do the next marked car before over taking the truck on the right. Slow down to get round the bend while sticking to the right.

After the corner wait for the oncoming car to go past then floor it to the marked truck. Aim to drive through the marked area by coming in at an angle to cut across the front of the truck before the oncoming car smashes into you. Go round the next bend.

Again, wait for the oncoming car and move over to the left side and over-take the next car before the truck gets in the way. Approach the tunnel by driving along the centre line. After the tunnel, stay slightly right to get in between the two trucks.

Take the next car on the right before following the lead car between the two vehicles ahead. Negotiate the next corner slightly slower and stay in the middle of the road. Once you see the tunnel, speed up and over-take the truck on its right by squeezing along the wall.

This will line you up for the next three over-takes. Hand-brake around the u-shaped turn. Stay close behind the lead car and over-take the traffic. When you see green direction markers get ready to veer left and over the jump. So long as you get to the other side you will finish the scene.

HEAD ON

This scene is similar to the last one but with a better car. Unfortunately you need to drive it at full speed for most of the scene, which means you will be crashing a lot. From start hold down the accelerator and over-take the first car and go round the bend.

Drive near the explosion and U-turn before the cars. At full speed head down the right side and over-take the two cars before the helicopter over-takes you. If anything slows you down before the chopper will fly ahead and you will fail the scene.

After the next explosion turn to the right but stay on the left side of the road. When you see the next marked vehicle swerve in diagonally to get past before being cut off by incoming traffic. After the bend go off the road and through the barrier.

After leaving the tunnel pull out into the middle of the road, go round the truck and try to make the jump as straight as you can. Drive through both of the truck markers to make the next stunt. When you reach the end aim your car for the helicopter in the distance and press L1 in the zone.

POLICE CHASE

You need to do the first section up the hill at full speed to stand a chance of correctly over-taking the second car. After this go through the gap and smash the fence. After the right turn speed down the narrow street and take the next turn quickly to avoid the chasing police car.

Get close to the next two over-takes and then go round the corner and get ready for two more over-takes. After clearing the checkpoint turn right and head over the fountain, aiming slightly to the left. Do the hand brake and drive back around the fountain.

Race round to the next checkpoint and drive through the narrow section. After this smash through the railing. When you land aim the car to land just left of the building in front of you so that you land cleanly on its balcony instead of plunging into the sea. Then brake to finish.

MOVING TARGET

At the end of the pier, handbrake turn into the tables so that your back end smashes them. Drive down the steps go left round the car then right for the gap and left to avoid the oncoming car. When chasing the van take the first jump pointing left to avoid crashing into the wall.

Take the next jump as straight as you can to avoid midair spinning when you hit the truck. After landing go down the steps ahead and aim straight to take the next jump. Follow the van around the corner and dodge the traffic. Go down, enter the underground and carefully steer around to hit the van.

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STOP THE STEALTH JET

Do the market and jump left through the green markers. After the checkpoint you have to drive underneath a truck. Get slightly ahead of the gap before turning in and out the other side. Smash the tables and veer left to avoid another truck.

Go down the next road at full speed. You need to drive under the truck before it goes too far left then straight out the other side and over the ramp. To make the handbrake turn on the pier, drive at full speed and keep the handbrake button held down until the car turns 180°.

After this go back along the pier and turn right, aiming slightly left to roll smoothly through the gap ahead. From here turn right and line up with the jetty stretching in front of you. At full speed drive along the narrow jetty and try hitting the ramp at the end dead straight.

When you hit the ramp let go of X just before you take off. When you land on the other side let the car slow until you have it under control and drive up the jetty. Carefully drive up the ramp at the end. If you go too fast you will jump into the air wasting precious seconds.

Stay to the left then head through the marker and into the boat racks. Target the markers on the left then swing right through the cafe. Head up the steep steps at full speed, then through the explosions and press L1 in the zone to finish the game.

FINAL FANTASY X

BASICS

When you first start playing the game will give you an option to choose between a Standard Grid and an Expert Grid. Choose the Standard, as this is not only easier but will also encourage you to push your character development in the best direction.

Every time you enter a new area be sure to explore it rather than just running to the closest way point as nearly every area of the game contains items to find such as Potions and Ethers. This guide will only point out the vital ones so getting the mundane ones be up to you.

When you reach areas in the game where random battles occur you should take some time to just wander around fighting so that you can level up. If you dash straight through the game some of the later bosses will be almost impossible to beat with weak characters.

ZANARKAND OVERPASS

Talk to your fans then run to the stadium where you will need to push through the crowd. After the cutscene talk to Auron then follow him to your first fight. Attack the Sinscales in front to proceed. Defeat two rounds of these to get to a mini boss.

Use your Overdrives when prompted otherwise just concentrate on using normal attacks. Locate the first save point afterwards (saving will restore any lost HP or MP) then continue along the road. In the next fight concentrate on attacker the Tanker as soon as you are able.

RUINS

Swim down and talk to the person on the ledge. Afterwards search the area before heading to the arrow on the map. Eventually you will fight Geosgaeno. Just use normal attacks and do not heal, as you can not win. In the central room examine the fire in the middle.

Collect Withered Bouquet and Flint from two side areas then light a fire. Afterwards fight Klikk with some help from a stranger. When you wake up save and then talk to the left most man to get some Potions and then collect the Al Bhed Primer vol. I! on the deck

Talk to the women to get a brief tutorial on how to use Sphere Grid. After upgrading Tidus for the first time talk to the women again. After the cutscene you will be in the water. From this point on FF's famous random battles will start to occur.

Swim down to the red triangle. Once inside make your way through some tunnels. You will meet an Octopus boss called Tros. This is an easy fight just make good use of Rikku's Steal move to stock up on Grenades. Follow the arrows back to the ship and a long cutscene.

AL BHED PRIMERS

One of your tasks is to collect Primers that will enable you to translate letters. Getting all the Al Bhed Primers will get you a Reverse Key. Use a combine sphere to form into a dictionary. This will let you understand all the Al Bhed in the game even if you start a new game.

VALEFOR'S SECOND OVERDRIVE

After finishing things in Besaid you will find yourself on the road out of town. Turn around and re-enter. Buy some items from the woman in the shop and afterwards she will mention her dog. Enter the hut in the top right and talk to the dog it will hand over Valefor's second overdrive.

BESAID

Talk to the villages and meet Wakka. Afterwards explore the area then follow Wakka to the village. Talk to everyone in the Crusaders lodge. Enter the temple at the end. Explore the temple after the long talk return to Wakka's hut and choose to sleep. Then return to the temple.

Inside the Cloister of Trials go forward and examine the walls. Go down the stairs and collect the Sphere. Place it in the door further down. Take it back and place in the wall to the left. Continue along the hall and touch the white symbols on the left side.

Collect the Besaid Sphere from inside and insert into the opposite niche. Collect the Destruction Sphere from earlier and insert where you collect the Besaid Sphere. Collect the Rod of Wisdom from the chest then push the pedestal as far as it goes to complete the trial.

Leave the temple talk to people and sleep. When you wake get the Al Bhed Primer vol. II from the counter. Leave the lodge and follow the route. Along the way your party will increase to include Yuna, Wakka and Lulu. You will fight a few set battles along the way. Go to the beach talk to the villages and explore the area before boarding.

S.S.LIKI

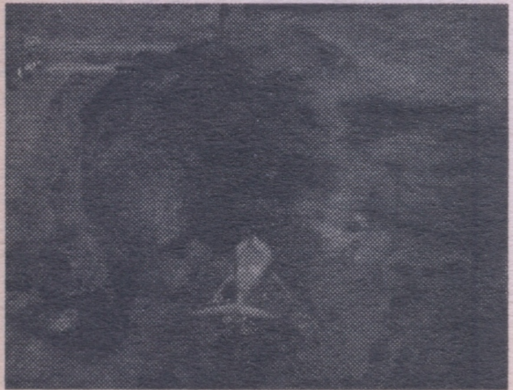
Go below decks and enter the Power Room. Get the Al Bhed Primer III. Explore the rest of the ship and talk to everyone before chatting to Yuna. You need to fight Sin. First put Wakka and Lulu in your team. Kill all but one of the Sinscales then get Yuna to summon her Aeon.

Use Thunder to hurt Sin. As soon as Valefor gets his Overdrive use this. If Valefor dies continue to use Lulu's Thunder and Wakka's Dark Attack skill to chase off Sin. Immediately afterwards you must fight Sinspawn Echuilles. Use normal attacks and heal when necessary.

KILIKA PORT

Find Yuna. After get the Al Bhed Primer vol. IV from the pub you should also explore town and stock up on supplies before talking to Wakka. Leave town. Run forward and fight Lord Ochu. Start by using Valefor then switch between party members to finish it off.

Make your way to the temple at the end of the river. Run up the stairs and fight Sinspawn Geneaux. Start off with Valefor and attack the Tentacles first. Save Valefor's overdrive for the main part otherwise attack with fire. When Valefor dies use Yuna to keep the party healthy.



Have Lulu use fire and alternate the rest of your team. Save and head to the temple. Once you are in the Kilika Cloister of Trials take the Kilika sphere and insert by the door. Grab it and go through. Insert in top then left slots then touch the glyph. Get the Glyph Sphere and insert to the right.

Go through the door. Step on the glowing part and then insert the Kilika Sphere from the right wall into the pedestal that appears. Now get the Glyph Sphere into the right slot to put out the fire. Push the pedestal onto the glowing slot to the right.

Place the Destruction sphere into the slot that is revealed. Get the Red Armlet. Use a Kilika to open the far door and exit. Afterwards keep talking to people and running around until Yuna (with new summon monster Ifrit) comes out. Return to Kilika and set sail.

S.S.WINNO

Lend the merchant as much money as you can afford. Go upstairs and collect the Al Bhed Primer vol. V from the steering cabin. Try running upstairs until Wakka stops talking. The last thing to do is save and touch the blitzball on the main deck.

Learn the Jecht shot. Whenever words appear on the screen press in that direction with **X** until those words go away. You need to clear the screen of words to learn the move. Keep reloading the game until you get it right then talk to Yuna to move on.

LUCA

Follow the route until you are in the locker room. You will receive a tutorial menu on playing blitzball. Use it to learn the game as you will need to win later. Leave the locker room and enter the one to the left and collect the Al Bhed Primer vol. VI. Explore the docks to the left or right.

After exploring follow the arrow. After talking to Yuna ignore the arrow and head to the Theatre and collect the Al Bhed Primer vol. VII. Follow the arrow again. Eventually you will face Oblitzerator. Have Tidus use the crane and Lulu cast Thunder on it every turn.

Keep doing while you use Kimahri to keep the party healed in between attacking the boss. Keep using the crane and casting Thunder on it until it rips apart the boss then finish the fight. This will set Yuna free. Afterwards head back to the locker room in the stadium.

Play Blitzball; the result is irrelevant as the Luca's are statistically much better. After the game you get attacked and join up with Auron. Continue to follow the arrow and watch cutscenes. When you reach the Highroad be sure to save. Save points now let you play Blitzball when you like.

Follow the dirt track and talk to everyone you see, as they seem to be gift happy. You will also fight many random battles. Be sure to chat to the Chocobo Knights. After they leave talk to the woman to the right and take her challenge to compare Aeons.

Follow the on screen instructions and get a gift as a reward then continue along the path. Use Ifrit to fight any Bomb's and when you face a Dual Horn get Wakka to use his Dark Attack then finish it using magical attacks. Keep talking to everyone you see and take a rest in the hotel.

When you leave the hotel you will receive the Al Bhed Primer vol. VIII. Now fight the Chocobo Eater. If you lose re-load your last save and fight it again. To beat the monster knock it over then use powerful attacks to force it backwards before it pushes you over the cliff.

Get Auron to use his Power Break on the beast then you will need to hit it with your most powerful attacks and summons. After winning the fight you can ride the local Chocobo's along the road. As you move along the road look for the Al Bhed Primer vol. IX.

EXTRA AEONS

YOJIMBO: After getting the airship. Go to the Calm Lands and leave through the top right exit. Go down the slope. Enter the cave, get the Al Bhed Primer vol. XXV from near the save then defeat Yojimbo. Enter the Chamber of Faith, choose third answer and give Yojimbo 310,000.

ANIMA

Assuming you've used all the Destruction Spheres in the first five temple trials return to Zanarkand temple after returning to Highbridge. Step on three white squares in the first room and four in the next. Take the Destruction Sphere and place in the second room. Get the prize.

In the airship enter in the search part X11-16 and Y57-63 to go to Baag Temple. Before fighting the boss make sure Wakka, Rikku and Tidus have armour with the Stoneproof Ability (steal 60 Petrify Grenades from Anacondaur in Calm Lands and add to armour).

Jump off at the end of the path in Baag Temple and beat Geosgaeno. Enter the temple and touch the statues they should all light up. If not then revisit each trial and get the prize with the Destruction Sphere. After lighting the statues head through the door to get dark Aeon Anima.

THE MAGUS SISTERS

Get both Yojimbo and Anima first. Go to the Calm Lands (make sure you have already captured nine monsters for the Monster Arena man and also have trained a Chocobo). Find the Chocobo trainer and get a Chocobo. Ride up to the bottom right.

Have the Chocobo examine the gold feather on the floor and jump over. Al Bhed Primer vol. XXIV is in Remien temple to the left. Enter Remiem Temple and beat all of Belgemine's Aeons up to Bahamut. Defeat Bahamut to receive the Flower Sceptre. Leave the temple.

Go to Gagazet and catch one of each type of 14 monsters (includes ones in the snow, cave and water). Go to the Monster Catcher and he will reward you with Blossom Crown. Use this with the Flower Sceptre to open the sealed door in Remien Temple and claim the last summon.

MUSHROOM ROCK

When you reach the gate use a Chocobo to explore all the secret ledges along the road. Try to go through the gate then talk to Seymour. Follow the arrow. When you get to the other side you will need to travel through a large area of random battles to get to the Command Centre.

After a few cutscenes you have to fight Sinspawn Gui. Start with Yuna in your party to heal people. Use Auron and Kimahri to attack its arms. When both arms are gone bring in Tidus to stomp on its face. When Yuna achieves her overdrive get her to summon Ifrit.

Use Ifrit's overdrive to cause maximum damage then dismiss the Aeon. Summon Valefor and try to use his overdrive before it gets killed. After a few turns Sinspawns arms will regenerate. Use Lulu, Auron and Kimahri to knock them out again then bring Tidus back.

When the head is vulnerable concentrate all of your strongest attacks on it. Keep swapping party member until the beast is dead and use Yuna to heal when necessary. The second part of the fight use Seymour's spells to kill the beast off. After the fight talk to everyone and follow the arrow.

DJOSE

Follow the rocky road until you reach the Djose Temple. Along the way is a rock column on the cliff side of the road behind it is the Al Bhed Primer vol. XI. Inside the temple go up the middle steps and enter the Cloister of Trials. Insert first two spheres into the double doors.

In the next room take both of the spheres next to the stone door and insert them into the two right side slots. Push the pedestal in the middle underneath the one on the ceiling. Take the sphere from this pedestal and stick it in the right slot by the stone door.

Step on the floor glyph to re set the pedestal. Put the two spheres from the right of the room into the pedestal and then push the pedestal into the lightning pit. Jump across and push the pedestal. Return to the previous room and tread on the glyph

to bring back the pedestal.

Take both spheres from the pedestal and put them into the two slots at the start. Move the sphere by the stone door to the slot on the left. Ride up and push five pedestals into the wall. Go back down and touch the wall glyph on the left. Get the destruction sphere this reveals.

Place the destruction sphere into the pedestal in the higher room. Open the chest for your prize and go up the stairs to complete the trial. In the next room talk to everyone twice then try to leave. Yuna appears with new Aeon Ixion. Re-enter temple and talk to everyone until Yuna wakes up.

MOONFLOW

Follow the road, talk to everyone and explore side areas for decent items. When you meet Belgemine accept her contest. Win or lose you get the awesome Summoner's Soul which lets you teach abilities to your Aeons. At the end of the path get on the Shoopuf.

An Extractor will ambush you on the Shoopuf. You only get to use Wakka and Tidus as the fight is under water. To win just keep attacking and healing, an easy fight. When you get off the Shoopuf collect the Al Bhed Primer vol. XII from above O'aka.

Follow the route to meet up with Rikku who joins your party. When you reach Guadosalam explore the house to the left and collect the Al Bhed primer from behind the tree trunk then go talk to Seymour. While you wait talk to everyone twice before Seymour appears.

After talking to Seymour head up to the Farplane. Go inside and talk to everyone then leave. Go to the Thunder Plains. When you reach the inn take a rest then talk to Rikku. Afterwards talk to Rin and answer "Okay" he will give you the Al Bhed Primer vol. XIV. Enter the back room to see Yuna. Talk to Rikku again to leave. Follow the arrow.

MACALANIA

In the woods take the first left. Follow the path until you meet a feather headed man. Continue past him for now. When you reach O'aka search the ground opposite him to find Al Bhed Primer vol. XV. Continue along the path to face Spherimorph.

Start with Lulu in your party. Whatever elemental spell the boss casts have Lulu cast the opposite. Other party members should be using standard attacks. If Spherimorph changes to use fire elements then summon Ifrit to fight with. If the boss uses thunder spells then use Ixion instead.

Whatever Aeon you use hammer Spherimorph with normal attacks. Do not use the Aeon's overdrive. This method will take a while but it is the surest way of winning. If your Aeon starts getting low on health heal it by casting it's own spell on it. You will get Jecht's Sphere for winning and few the assorted goodies.

When you reach the lake pick up the Al Bhed Primer vol. XVI to the left of the door. Enter the inn rest up and save. Follow the arrow and fight Crawler. Use Wakka to bust up the Negator first. Then have Yuna summon Ixion. When the screen says "Mana Beam in: 1 Turn have your Aeon use the shield move.

Use all your Aeon's up and if that does not finish the fight then have Lulu cast Thundara. After finishing the fight head to the temple. Enter the right room before saving and heading into the Cloister of Trials. Once inside you will have to fight Maester Seymour (see box out). Yuna also has a new Aeon called Shiva.

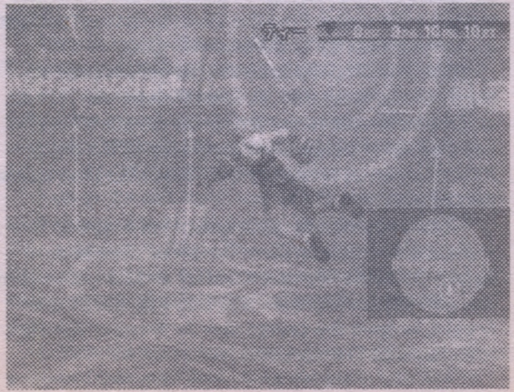
After beating Seymour head down the corridor. In the lower section take the Glyph Sphere from the central column and place it into the pedestal. Push it right then towards the back of the room. Go down and take the sphere from the pedestal and place it in the far-left slot. Run up and grab the Macalania Sphere and put it in the pedestal below.

Push the pedestal right. Put the other top (furthest right) Macalania Sphere in the bottom left pillar. Put the Macalania Sphere at the top of the ramp into the pillar in the centre of the main area. Run up and step on the glyph in the top corridor. Take the sphere from the pedestal then push the pedestal down.

Go down and step on the glyph at the bottom. Insert your sphere in the far right slot. Then take the sphere from the centre pillar and place it in the slot to form a ramp going down. Put the destruction Sphere into the slot next to the end of the ramp in the lower level and claim your prize. Go up and push the pedestal right.

Take the sphere from the far right and put it in the pedestal then push the pedestal to the lower level. Push the pedestal right then go up and take the sphere at the top of the ramp and stick it in the middle column. Now leave this area. Run along the icy path and fight Wendigo. First get Wakka to cast Sleep Attack on it.

Then get Auron and Tidus to knock out the guards. After this have Yuna summon Shiva and use Heavenly Strike and her overdrive to finish the beast with. If Shiva gets killed use Ifrit next to cause fire damage. Afterwards talk to everyone many times until the game moves you to the next area.



MAESTER SEYMOUR

Have Yuna choose the Talk Trigger Command if it comes up. Use Auron to attack the two Guado Guardians while Rikku steals potions from them. Have Yuna cast NulFrost, Nulshock, NulTide and NulBlaze to protect the party. Keep Yuna in your party casting these spells or healing.

Exchange Rikku for Tidus and get Tidus and Auron to finish off the guards. After the guards are dead keep Yuna casting Nul's while Tidus and Auron attack Seymour. Have Tidus cast Haste on Yuna to help her prevent the party from being destroyed. After taking enough damage Seymour will summon Anima.

Immediately get Yuna to summon ????. Whenever you get chance use Heavenly Strike also get the Aeon to cast Blizzara on herself to heal until her overdrive is ready. Cast this on Anima until it dies. Seymour will reappear. Whatever element he uses get Yuna to cast the same type Nul to protect the party. Attack Seymour until he's dead.

BLITZBALL

You will have to play Blitzball to learn Wakka's overdrives and get an item for his Ultimate weapon. To make things easier on yourself you should recruit Wedge (for RF), Zalitz (defender) and Jumal (keeper) in Luca. Later you should try and get a decent midfielder such as Rin to pass the ball in the centre.

You should keep Tidus in your team but make sure you learn the Jecht Shot (see walkthrough p??). Using these players will increase your chances of winning. Once you have them consult the in game tutorial and learn to play the game. If you want to learn abilities then use the Exhibition mode.

MONSTER ARENA

Catch all the monsters in one area and he will create an Area Conquest monster. If you catch all of one type (such as one of each Flan or Bomb) he will create a Species Creation. When he creates one of these you can come and fight them whenever you like. However do not bother doing this unless you can withstand hits to your health of 9999.

AL BHED HOME

Go forwards. You will fight Zu as Tidus. Cast Haste. Exchange blows until Auron appears. Use Power Break. When Lulu arrives cast Thundara until Zu is dead. Go forwards to find Wakka. Go right to find Kimahri. Keep going forwards until you find Rikku who leads you to the Al Bhed home.

Use Rikku to Steal from the Machina, as this will cause them to fall apart. When you reach the Central part of the desert head left to a save point. Continue left into a side area where you can find the Al Bhed Primer vol. XVII underneath a ruin in the back right. Go back to the save and head north.

To the left of a sign just before the exit is the Al Bhed Primer vol. XVIII. Continue through the desert until you reach the Home. Make sure you get all the items in the Home as once you leave you can never return. In the first area get the Al Bhed Primer vol. XIX to the left. Then go through the first door.

After a quick fight follow your party. In the next corridor run forwards until the camera changes then run back and into a side room to obtain the Al Bhed Primer vol. XX. Decoding the left chest is easy but for the right one answer centre bottom, right middle and then centre middle word. Leave the room.

Take the right corridor and collect the Al Bhed Primer vol. XXI from the end. Enter the room to the right. Open the chest by adding the numbers on the first line. Subtracting the second number from the first number on the second line. Multiplying the two numbers on the third line and adding the two numbers on the bottom-line.

To open the other chest in here answer with the third, then fourth then second then first answers. Return to the corridor, save and go through the door. After going down the stairs check the area for more chest full of goodies. Follow the route and eventually you will end up in an Al Bhed Airship.

Talk to everyone, explore the ship and talk to the survivors then return and chat to the pilot. Talk to everyone again then leave the bridge and make your way up to the top to fight Evrae. If anyone's health is less than 1700 fight battles until you are sufficiently levelled up.

While Tidus is casting Haste on everyone have Auron and your next strongest character attack with their most powerful moves. When the beast unleashes its poison attack bring in Rikku and get her to Use an Al Bhed Potion to restore the party. Keep doing this to win.

ULTIMATE WEAPONS

Each character has an Ultimate weapon. Getting them and charging them up is a very long process so make sure that you've got access to the airship controls, have revisited Highbridge and got all the Aeons. First go to Remiem Temple and examine the sphere on the left side.

Get on the Chocobo on the right side and beat the other Chocobo to the bottom. You will be rewarded with a Cloudy Mirror. Go to Macalania Wood - South and talk to the mother and child. Then go to the nearby Campsite and point the father towards his wife and kid.

Return to mother and father and talk to them. When they mention their missing son run up the glowing path to the left. Follow it and go up at the fork. Talk to the son and use the Cloudy Mirror turning it into the Celestial Mirror. The mirror will let you get your characters Ultimate Weapons.

When you fist get an Ultimate Weapon you will notice that they are rubbish. To make them truly ultimate you must power them up with a Crest and a Sigil. To use these items on your Ultimate Weapon you must return to where you turned the Cloudy Mirror into the Celestial version.

First use the Crest followed by the Sigil. Even if you go to the plant with both items you will need to complete the ritual twice for each weapon in order to turn it into an all-powerful Ultimate Weapon. To find out how to get all the bits for each weapon see character notes.

BEVELLE

Fight your way along. When you reach a save point get the Al Bhed Primer vol. XXII off of the floor. Enter the Bevelle Cloister of Trials. Push the pedestal. When the platform is moving press l at the first right. Go straight down and collect the sphere at the end

Push pedestal and go back to the looping section at the top. Get off at the second right and insert one of the spheres. Get back on loop. Go left at the second turn insert sphere into pedestal. On the loop take the first right then go left. This is loop 2. Go right at the end.

Insert a sphere. From loop 2 go right at the second to last. Take the Glyph Sphere from the end. From loop 2 take the last right and insert the Glyph Sphere in the slot at the end. Collect the Destruction Sphere and place it in the slot at the end of the second to last turn in loop 2.

Collect the sphere from the last turn in loop 2 then take the only turn on loop 2 that you have not been down. Push the pedestal. At the end go upstairs collect the item from the chest and stand on the floor glyph. Insert a sphere into a slot and push the pedestal left.

Collect the item from the chest and leave the Cloister of Trials. Receive Bahamut. As Yuna you will have to fight a few random battles as you wander through the maze. Take this opportunity to level her up and also fill up the overdrive's of Yuna and her Aeons.

Go right and follow the path to Kimahri. Go north and follow the path to Auron. Go left then left again. At the end go right to Lulu. Continue south and touch the glyph. Return to the start and go north and take the first right. Step on the pad. Go north then left.

Stand on the pad when it points up. Collect the goodies then follow your map out. Now you fight an Aeon battle. Use Bahamut's overdrive to defeat his Ifrit. Summon Bahamut again to deal with Valefor. Remember to use Shield when their overdrive is charged.

To fight his Bahamut use the rest of your Aeon's overdrives. Afterwards you play as Tidus swim ahead. When you fight the Evrae Altana have Rikku steal from it then use the others to cast Phoenix Down on it this will kill it in two turns. Swim to the end of the tunnel.

SEYMOUR NATUS

On your way to fight Seymour try and charge up all overdrives. You should also try and get Yuna to the Reflect ability. First have Tidus caste Haste on Yuna then get Yuna to cast Reflect on your party. In the meantime you should concentrate attacking the Mortibody part.

Do not attack Seymour ever instead concentrate all you're most powerful moves on the head. This way it will be busy draining health from Seymour instead of destroying your Reflects. Keep everyone's Reflect up and Seymour will end up killing himself.

If you get a chance use an Aeon's overdrive to speed things up. If your party's health gets low have Rikku Use Al Bhed Potion. If you run out of everything then you will have to rely on the old method of healing for a few turns before attacking for one.

WAKKA

ULTIMATE WEAPON WORLD CHAMPION: After getting airship and Celestial Mirror win five to ten Blitzball games and the bar tender in the Luca Cafe will give this to you. The Jupiter Crest is in a locker in the Besaid Aurochs locker room but only after returning in the airship.

To get the Jupiter Sigil you will need to win all four of Wakka's overdrives by playing Blitzball. Then you will need to win the Sigil as a prize by playing a lot of Blitzball. The grand prize is random so this could take you a very long time until you win it. More hassle than it is worth.

LULU

ULTIMATE WEAPON ONION KNIGHT:

This weapon is inside a chest in the pool of water in Baag Temple opposite to the door where you enter to get Anima. You must defeat the boss before it appears. The chest is well hidden so swim at the bottom and press l.

The Venus Crest is in a chest that appears in the Farplane after you have re-visited Highbridge. The Venus Sigil is a prize for dodging 200 consecutive lightning bolts in the Thunder Plains. When you have counted 200 dodged bolts without being hit/saving/leaving the screen a chest appears by the hotel.

THE CALM LANDS

Talk to Yuna. Afterwards go left to get a Jecht Sphere. Then head over to the right into the Calm Lands. In the very large grassy area head north to a tent and save. Stock up on items and as you move around you should try and get Bahamas overdrive full.

From the tent head down to the left and have an Aeon fight with Belgemine to gain an Aeon's Soul. In a side area on the right is an old man. Except his quest to capture monsters. Buy some Capture weapons from him and use these to kill monsters (see monster arena note)

Get nine different ones in the Calm Lands for a prize. Now run all the way over to the top left and get the Al Bhed Primer vol. XXIII from the cliff edge. Talk to the person on the Chocobo nearby and ask to train a Chocobo. Get your Chocobo across the finish line to win a prize.

Complete a few more training exercises and you will be allowed to ride a Chocobo whenever you return to this area. When your done leave this area via the top right corner. In the next area you fight the mighty Defender. Use overdrives and keep the party healed to win.

GAGAZET

Talk to the Ronso on the right and buy lots of potions such as Holy Water. When you fight use Lancet to learn new overdrives. Also if he's learnt steal then get some Level 3 Sphere keys. This is an easy fight just get as much out of them as you can whilst staying healthy. Follow the path and explore all the side areas. When you see a path going up to the right have a look for Braska's Sphere. Follow the path and charge up all your overdrives. The road is quite long with random battles every few seconds so stock up on items along the way to Seymour Flux (see note below). After the fight Tidus will dream. When you wake follow the path. You will have to swim. Complete the first trial, collect reward then return to the save and take the new route. For the next trial Rikku is green, Tidus blue and Wakka orange. Return and save.

Search the area then head up the stone steps. At the top save then fight an easy boss. Cast reflect on it and the boss will heal you instead of it's self. Use Phoenix Downs to revive characters and keep battering it down. Afterwards head up to the summit picking up the sphere on the way.

SEYMOUR FLUX

Make sure all of your Aeon's have their overdrives charged. Have Tidus caste Haste on Yuna. Then each Aeon should use its overdrive. in between Aeons use the most powerful attacks you have. Once all your Aeons are gone the battle should be as good as over.

ZANARKAND RUINS

Start charging up your Aeons overdrives as you move through the ruins. In the first part of the Cloister of Trials you need to step on the floor to bring up each of the shapes displayed at the back. Afterwards push the back right pedestal in and enter the next room.

Talk to the picture and step where it shows you. Repeat this process until you have done four pedestals. Take the Kilika Sphere from the left of the picture and insert in the left pedestal so that the pedestal goes in. Now put the Besaid Sphere into the right pedestal and push it in. Save.

Enter the big room to fight Spectral Keeper. Cast Haste and Protect on your party. Do not use Aeons. Only attack when party is behind to avoid its counter attack. It will be a long fight but you can win as long as you are behind it and get Yuna to Esuna anyone he gets hit with Berserk.

TIDUS

Tidus is the most normal of your characters. His fighting skills start off high but by the time you get near the end you will be using him less and less. To unlock his overdrives keep using his overdrives in battle. By the time you've used it 100 times you should have unlocked all of his overdrives.

ULTIMATE WEAPON CALADBOLG

After getting the Celestial Mirror and winning the four Chocobo training games (Talk to the woman on a Chocobo in the Calm Lands) go down a small path off the cliff in the north of the Calm Lands and use the Celestial Mirror to get Caladbolg

The Sun Crest can be found right after defeating Yunalesca. The Sun Sigil can only be obtained by getting a time of less than 0:0.0 in the Catcher Chocobo game with the Chocobo trainer. To get less than 0:0.0 hit most of the balloons and get a quick time (hard, random and frustrating).

YUNALESCA

This boss has three stages so save your Aeons overdrives for the last one. The first part of the fight is easy just keep status effects in check. While staying healthy start attacking with your most powerful characters. Whittle down its health saving your best moves for later.

For the second stage use Shiva's overdrive and have her heal herself with Blizzara. This should take off most of the second forms health. After this concentrate on simply attacking it. Yunalesca will use Absorb to drain half a characters HP meaning two hits and they die so keep healing.

Yunalesca will also cast Zombie on you.

Remember that if you are a Zombie healing items will hurt you. When you reach the third form always keep one character a Zombie as Yunalesca will kill your whole party with a move called Megadeath but this will not effect anyone with Zombie.

In the third phase use all your Aeon overdrives. After this keep your party alive and attack with your fighter when you get the chance. You will spend most of this fighting healing, reviving and fixing status abnormalities. After killing Yunalesca search the area for the Sun Crest.

AIRSHIP

Talk to everyone. Then talk to Cid and you will be able to travel to anywhere in Spira using the airship. Select Highbridge from the list and talk to Mika. Enter the place where Mika was again and talk to the people you find there then use the save point to re-board the airship.

From this point on you can start doing all the side quests such as getting Ultimate Weapons (see box out p??). You should certainly try to get the three extra Aeons as having these will make the final series of bosses easy. This is also a good way to l evel up.

You can input co-ordinates to visit extra places. Baag Temple: X11-16 Y57-63. Sanubia Sands: X12-16 Y41-45. Besaid Falls: X29-32 Y73-76. Mi'ihen Ruins: X34-36 Y56-60. Battle Site: X40-43 Y57-60. Omega Ruins X70-75 Y34-38. Visit the Omega Ruins for hard boss fights and the Al Bhed Primer vol. XXVI.

There are also some extra areas you can explore to find some new equipment. Input GODHAND (Rikku's Ultimate Weapon), VICTORIOUS (Armour for Rikku) or MURASAME (weapon for Auron) as passwords to gain access to secret side areas. After getting at least the three extra Aeons return to the airship and talk to Cid. Choose the destination marked Sin.

YUNA

Yuna is the most powerful character in the game. Not only can she heal and cure your party but also by the time you get near the end her Aeons overdrives are so powerful that she can almost kill all the final bosses using just her. Her only overdrive is Grand Summon. This lets her summon an Aeon with its overdrive full.

ULTIMATE WEAPON NIRVANA:
Get the Celestial Mirror then catch one of each type of monster in the Calm Lands. A chest will appear by the Monster Arena. Open with the mirror to obtain Nirvana. Get the Moon Crest from Besaid Island Beach in a cove (swim to get there).

To Get the Moon Sigil enter Remiem Temple and beat all of Belgemine's Aeons. Make sure you have all the Aeon's first including the extra three (see Aeon note). After beating her Aeons and performing the sending you get the Moon Sigil.

KIMAHRI

ULTIMATE WEAPON SPIRIT LANCE: After obtaining the airship and Celestial Mirror pray to three glowing statues in the Thunder Plains (there are non-glowing ones too). Then go to the south screen and pray at a tower in the right wall to get the Spirit Lance.

The Saturn Crest is in Mt. Gagazet between two pillars after the area where you fought Seymour. The Saturn Sigil can only be obtained by catching all the butterflies in Macalania Woods. To do this return here after revisiting Highbridge and talk to the man with feathers. Winning is very hard and frustrating.

AURON

ULTIMATE WEAPON MASAMUNE: After getting the Celestial Mirror return to the Calm Lands and follow the path that is opposite to the Cave of the Stolen Fayth. Take the Rusty Sword from the end and go to the start of Mushroom Rock Road. Take the second left and ride up. Examine the statue then use the mirror to get the weapon.

The Mars Crest is in a chest on the lower part of Mi'ihen Highroad. The Mars Sigil is a gift from the Monster Catcher when you get 10 or more Area and Species Creations. To get all of Auron's overdrives collect all ten Jecht/Auron/Braśka Spheres. They start to appear after you defeat Spherimorph.

RIKKU

ULTIMATE WEAPON GOD HAND: Input GODHAND into the airship and go to the "new" Mushroom Rock location. The Mercury Crest is in the fourth part of the desert (just before the Al Bhed Home); find the chest in the small side area to the left. The Mercury Sigil is in the area protected by a sandstorm in the desert.

After getting the Mirror, examine the small statue in the last area of the desert. Follow the hints it gives you and find 10 Cactuar. When you get one of the Cactuars return its sphere to the statue. You can leave and come back to it without it re-setting itself. Getting them all gives access to the sandstorm area.

FINAL SIN

Your first fight with Sin is on the deck. Move in and use Tidus's Haste and Auron's Armour Break to pummel the Left Fin. Keep healed and hacking and this fight will be over in no time. After beating one you will immediately face another. Use the same tactics to beat the Right Fin. Another fight follows immediately.

Concentrate on taking out Sinspawn Genais first. Have Wakka use Silence Buster every round until it curls up then you will need to defend and heal in between attacks while Lulu uses magic. Once Sinspawn is dead keep Yuna constantly healing while Auron uses his Breaks and Lulu Double Casts Thundaga at it until it dies.

Save and return to the deck. You have to fight Overdrive Sin. This is a hard fight so use all of your Aeons overdrives. Watch out for Sin's overdrive; if you see it nearly full make sure everyone's health is full. If you have the Magus Sisters overdrives then let them fight as they can almost beat Sin on their own.

In the next area you will encounter some truly tough random battles. If you are finding these difficult then you need to spend more time levelling up. This is the ideal place to do it. Keep running around and fighting. You should not be using any overdrives to beat these monsters.

SEYMOUR OMNIS

As soon as the fight starts have Yuna unleash her most powerful Aeons. Get them to use their overdrives. Using them all combined with powerful attacks from your party in between should finish the job. Do not use elemental attacks, as these will heal Seymour.

After beating Seymour continue to follow the path. Touch the glyph on the right wall. Follow the path and stand on the floor glyphs to find treasure chest. If you encounter King Behemoths run away as they will cast Meteor in their death throes dealing 5000-7000 damage to all the party.

After the save (the last save in the game and also the point of no return so now is your last chance to do any remaining side quests) touch the glyph to be transported to a strange place. Collect ten of the glowing balls to escape in to the next area.

BRASKA'S FINAL AEON

The next boss fight is in two stages. For the first part keep Yuna around for healing and cast spells such as Holy and Flare. Have Tidus cast Hastaga. Save your Aeons for the second part. If you see its overdrive meter become full then have Tidus talk to it.

After enough damage it will transform into an even tougher version of itself. To beat the final form simply make use of your Aeons overdrives as you have done for most of the boss battles so far. When you've killed the second part you must fight and kill your own Aeons.

As they are your Aeons their health bars are very small. To easily win here start off by choosing your weakest Aeon and defeat it with your strongest Aeon. By the time you reach Anima and the Magus Sister you should resort to casting Flare and Holy at them.

YU YEVON

A very easy fight to finish the game with. Cast Reflect on Yu Yevon as soon as the battle starts. This will make him heal a member of your party instead of himself. You should also cast Reflect onto at least one member of your party, as this will reflect Yu Yevon's attacks back onto him.

Repeat this process and you will be watching the ending scene very soon. In the meantime keep the health of your party as full as possible and keep casting Reflect on Yu Yevon whenever it is needed.

THE CALM LANDS

After the fight with Seymour Natus talk to Yuna. Afterwards go left to get a Jecht Sphere. Then head over to the right into the Calm Lands. In the very large grassy area head north to a tent and save. Stock up on items and as you move around you should try and get Bahamas overdrive full.

From the tent head down to the left and have an Aeon fight with Belgemine to gain an Aeon's Soul. In a side area on the right is an old man. Except his quest to capture monsters. Buy some Capture weapons from him and use these to kill monsters (see monster arena note).

Get nine different ones in the Calm Lands for a prize. Now run all the way over to the top left and get the Al Bhed Primer vol. XXIII from the cliff edge. Talk to the person on the Chocobo nearby and ask to train a Chocobo. Get your Chocobo across the finish line to win a prize.

Complete a few more training exercises and you will be allowed to ride a Chocobo whenever you return to this area. When your done leave this area via the top right corner. In the next area you fight the mighty Defender. Use overdrives and keep the party healed to win.

GAGAZET

Talk to the Ronso on the right and buy lots of potions such as Holy Water. When you fight use Lancet to learn new overdrives. Also if he's learnt steal then get some Level 3 Sphere keys. This is an easy fight just get as much out of them as you can whilst staying healthy.

Follow the path and explore all the side areas. When you see a path going up to the right have a look for Braska's Sphere. Follow the path and charge up all your overdrives. The road is quite long with random battles every few seconds so stock up on items along the way to Seymour Flux.

After the fight Tidus will dream. When you wake follow the path. You will have to swim. Complete the first trial, collect reward then return to the save and take the new route. For the next trial Rikku is green, Tidus blue and Wakka orange. Return and save.

Search the area then head up the stone steps. At the top save then fight an easy boss. Cast reflect on it and the boss will heal you instead of it's self. Use Phoenix Downs to revive characters and keep battering it down. Afterwards head up to the summit picking up the sphere on the way.

SEYMOUR FLUX

Make sure all of your Aeon's have their overdrives charged. Have Tidus caste Haste on Yuna. Then each Aeon should use its overdrive. in between Aeons use the most powerful attacks you have. Once all your Aeons are gone the battle should be as good as over.

YUNA

Yuna is the most powerful character in the game. Not only can she heal and cure your party but also by the time you get near the end her Aeons overdrives are so powerful that she can almost kill all the final bosses on her own. Her only overdrive is Grand Summon.

ULTIMATE WEAPON NIRVANA

Get the Celestial Mirror then catch one of each type of monster in the Calm Lands. A chest will appear by the Monster Arena. Open with the mirror to obtain Nirvana. Get the Moon Crest from Besaid Island Beach in a cove (swim to get there).

To Get the Moon Sigil enter Remiem Temple and beat all of Belgemine's Aeons. Make sure you have all the Aeon's first including the extra three.. After beating her Aeons and performing the sending you get the Moon Sigil.

ZANARKAND RUINS

Start charging up your Aeons overdrives as you move through the ruins. In the first part of the Cloister of Trials you need to step on the floor to bring up each of the shapes displayed at the back. Afterwards push the back right pedestal in and enter the next room. Talk to the picture and step where it shows you. Repeat this process until you have done four pedestals. Take the Kilika Sphere from the left of the picture and insert in the left pedestal so that the pedestal goes in. Now put the Besaid Sphere into the right pedestal and push it in. Save.

Enter the big room to fight Spectral Keeper. Cast Haste and Protect on your party. Do not use Aeons. Only attack when party is behind to avoid its counter attack. It will be a long fight but you can win as long as you are behind it and get Yuna to Esuna anyone he gets hit with Berserk.

YUNALESCA

This boss has three stages so save your Aeons overdrives for the last one. The first part of the fight is easy just keep status effects in check. While staying healthy start attacking with your most powerful characters. Whittle down its health saving your best moves for later.

For the second stage use Shiva's overdrive and have her heal herself with Blizzara. This should take off most of the second forms health. After this concentrate on simply attacking it. Yunalesca will use Absorb to drain half a characters HP meaning two hits and they die so keep healing.

Yunalesca will also cast Zombie on you. Remember that if you are a Zombie healing items will hurt you. When you reach the third form always keep one character a Zombie as Yunalesca will kill your whole party with a move called Megadeath but this will not effect anyone with Zombie.

In the third phase use all your Aeon overdrives. After this keep your party alive and attack with your fighter when you get the chance. You will spend most of this fighting healing, reviving and fixing status abnormalities. After killing Yunalesca search the area for the Sun Crest.

ULITIMATE WEAPONS

Each character has an Ultimate weapon. Getting them and charging them up is a very long process so make sure that you've got access to the airship controls, have revisited Highbridge and got all the Aeons. First go to Remiem Temple and examine the sphere on the left side.

Get on the Chocobo on the right side and beat the other Chocobo to the bottom. You will be rewarded with a Cloudy Mirror. Go to Macalania Wood - South and talk to the mother and child. Then go to the nearby Campsite and point the father towards his wife and kid.

Return to mother and father and talk to them. When they mention their missing son run up the glowing path to the left. Follow it and go up at the fork. Talk to the son and use the Cloudy Mirror turning it into the Celestial Mirror. The mirror will let you get your characters Ultimate Weapons.

When you fist get an Ultimate Weapon you will notice that they are rubbish. To make them truly ultimate you must power them up with a Crest and a Sigil. To forge these items on your Ultimate Weapon you must return to where you turned the Cloudy Mirror into the Celestial version.

TIDUS

ULTIMATE WEAPON CALADBOLG: After getting the Celestial Mirror and winning the four Chocobo training games (Talk to the woman on a Chocobo in the Calm Lands) go down a small path off the cliff in the north of the Calm Lands and use the Celestial Mirror to get Caladbolg

The Sun Crest can be found right after defeating Yunalesca. The Sun Sigil can only be obtained by getting a time of less than 0:0.0 in the Catcher Chocobo game with the Chocobo trainer. To get less than 0:0.0 hit most of the balloons and get a quick time (hard, random and frustrating).

AURON

ULTIMATE WEAPON MASAMUNE: After getting the Celestial Mirror return to the Calm Lands and follow the path that is opposite to the Cave of the Stolen Fayth. Take the Rusty Sword from the end and go to the start of Mushroom Rock Road. Take the second left and ride up. Examine the statue then use the mirror to get the weapon.

The Mars Crest is in a chest on the lower part of Mi'ihen Highroad. The Mars Sigil is a gift from the Monster Catcher when you get 10 or more Area and Species Creations. To get all of Auron's overdrives collect all ten Jecht/Auron/Braska Spheres. They start to appear after you defeat Spherimorph.

AIRSHIP

Talk to everyone. Then talk to Cid and you will be able to travel to anywhere in Spira using the airship. Select Highbridge from the list and talk to Mika. Enter the place where Mika was again and talk to the people you find there then use the save point to re-board the airship.

From this point on you can start doing all the side quests such as getting Ultimate Weapons. However, before you do anything else you should think about collecting the three extra Aeons in the game as having these will make the final confrontations a breeze.

You can also input co-ordinates to visit extra places. Baag Temple: X11-16 Y57-63. Sanubia Sands: X12-16 Y41-45. Besaid Falls: X29-32 Y73-76. Mi'ihen Ruins: X34-36 Y56-60. Battle Site: X40-43 Y57-60. Omega Ruins X70-75 Y34-38. Visit the Omega Ruins for hard boss fights and the Al Bhed Primer vol. XXVI.

There are also some extra areas you can explore to find some new equipment. Input GODHAND (Rikku's Ultimate Weapon), VICTORIOUS (Armour for Rikku) or MURASAME (weapon for Auron) as passwords to gain access to secret side areas. After getting at least the three extra Aeons return to the airship and talk to Cid. Choose the destination marked Sin.

EXTRA AEONS

YOJIMBO: After getting the airship. Go to the Calm Lands and leave through the top right exit. Go down the slope. Enter the cave, get the Al Bhed Primer vol. XXV from near the save then defeat Yojimbo. Enter the Chamber of Faith, choose third answer and give Yojimbo 310,000.

ANIMA

Assuming you've used all the Destruction Spheres in the first five temple trials return to Zanarkand temple after returning to Highbridge. Step on three white squares in the first room and four in the next. Take the Destruction Sphere and place in the second room. Get the prize.

In the airship enter in the search part X11-16 and Y57-63 to go to Baag Temple. Before fighting the boss make sure Wakka, Rikku and Tidus have armour with the Stoneproof Ability (steal 60 Petrify Grenades from Anacondaur in Calm Lands and add to armour).

Jump off at the end of the path in Baag Temple and beat Geosgaeno. Enter the temple and touch the statues they should all light up. If not then revisit each trial and get the prize with the Destruction Sphere. After lighting the statues head through the door to get dark Aeon Anima.

THE MAGUS SISTERS

Get both Yojimbo and Anima first. Go to the Calm Lands (make sure you have already captured nine monsters for the Monster Arena man and also have trained a Chocobo). Find the Chocobo trainer and get a Chocobo. Ride up to the bottom right.

Have the Chocobo examine the gold feather on the floor and jump over. Al Bhed Primer vol. XXIV is in Remien temple to the left. Enter Remiem Temple and beat all of Belgemine's Aeons up to Bahamut. Defeat Bahamut to receive the Flower Sceptre. Leave the temple.

Go to Gagazet and catch one of each type of 14 monsters (includes ones in the snow, cave and water). Go to the Monster Catcher and he will reward you with Blossom Crown. Use this with the Flower Sceptre to open the sealed door in Remien Temple and claim the last summon.

WAKKA

ULTIMATE WEAPON WORLD CHAMPION: After getting airship and Celestial Mirror win five to ten Blitzball games and the bar tender in the Luca Cafe will give this to you. The Jupiter Crest is in a locker in the Besaid Aurochs locker room but only after returning in the airship.

To get the Jupiter Sigil you will need to win all four of Wakka's overdrives by playing Blitzball. Then you will need to win the Sigil as a prize by playing a lot of Blitzball. The grand prize is random so this could take you a very long time until you win it. More hassle than it is worth.

LULU

ULTIMATE WEAPON ONION KNIGHT: This weapon is inside a chest in the pool of water in Baag Temple opposite to the door where you enter to get Anima. You must defeat the boss before it appears. The chest is well hidden so swim at the bottom and press X.

The Venus Crest is in a chest that appears in the Farplane after you have re-visited Highbridge. The Venus Sigil is a prize for dodging 200 consecutive lightning bolts in the Thunder Plains. When you have counted 200 dodged bolts without being hit/saving/leaving the screen a chest appears by the hotel.

FINAL SIN

Your first fight with Sin is on the deck. Move in and use Tidus's Haste and Auron's Armour Break to pummel the Left Fin. Keep healed and hacking and this fight will be over in no time. After beating one you will immediately face another. Use the same tactics to beat the Right Fin. Another fight follows immediately.

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SEYMOUR OMNIS

As soon as the fight starts have Yuna unleash her most powerful Aeons. Get them to use their overdrives. Using them all combined with powerful attacks from your party in between should finish the job. Do not use elemental attacks, as these will heal Seymour.

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After enough damage it will transform into an even tougher version of itself. To beat the final form simply make use of your Aeons overdrives as you have done for most of the boss battles so far. When you've killed the second part you must fight and kill your own Aeons.

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A very easy fight to finish the game with. Cast Reflect on Yu Yevon as soon as the battle starts. This will make him heal a member of your party instead of himself. You should also cast Reflect onto at least one member of your party, as this will reflect Yu Yevon's attacks back onto him.

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RIKKU

ULTIMATE WEAPON GOD HAND: Input GODHAND into the airship and go to the "new" Mushroom Rock location. The Mercury Crest is in the fourth part of the desert (just before the Al Bhed Home); find the chest in the small side area to the left. The Mercury Sigil is in the area protected by a sandstorm in the desert.

After getting the Mirror examine the small statue in the last area of the desert. Follow the hints it gives you and find ten Cactuar. When you get one of the Cactuar's return its sphere to the statue. You can leave and come back to it without it re-setting itself. Getting them all allows access to the sandstorm area.

MONSTER ARENA

Catch all the monsters in one area and he will create an Area Conquest monster. If you catch all of one type (such as one of each Flan or Bomb) he will create a Species Creation. When he creates one of these you can come and fight them whenever you like. However do not bother doing this unless you can withstand hits to your health of 9999.

Tidus is the most normal of your characters. His fighting skills start off high but by the time you get near the end you will be using him less and less. To unlock his overdrives keep using them in battle. By the time you've used it 100 times you should have unlocked them all.

First use the Crest followed by the Sigil. Even if you go to the plant with both items you will need to complete the ritual twice for each weapon in order to turn it into an all-powerful Ultimate Weapon. To find out how to get all the bits for each weapon see character notes.

FFX AEONS/DARK AEONS SECRETS

EXCEEDING DAMAGE LIMITS

Unlke normal characters, the Aeon summons aren't dependent on a special ability to exceed the damage cap of 9999. The only way to raise it is by obtaining the necessary character's Celestial Weapon. The only exceptions to the rule are Bahamut, Anima, and the Magus Sisters, who can break the damage cap as an innate ability.

AEON

CELESTIAL WEAPON

VALEFOR NIRVANA	(YUNA
IFRIT WORLD CHAMPION	WAKKA
IXION SPIRIT LANCE	KIMIHARI
SHIVA ONION KNIGHT	LULU
YOJIMBO MASAMUNE	AURON

DARK AEONS

A brief warning – these are not what you'd expect from even the hardest encounters. These are harder then sin, and if you are unprepared, they will rip you to shreds in no time at all. They constantly use devastating attacks that will tear your party apart unless they have their stats maxed, or at least at 250; even then it will be a trial to defeat them.

You must also have break HP limit and break damage limit on the characters you intend to use. It's advisable to have at least a few of the Celestial Weapons too, as abilities that enhance the speed of your overdrive will affect your victory (and they help break the damage cap on some Aeons).

It's also an idea not to use normal attacks; try to get quick hit for any melee-based character you use. Having ribbon will let some (not all) status affects miss you – a good thing in a drawn-out battle. None of these Dark Aeons is susceptible to any element, nor are they elementally charged in any way (except if they use Thundaja, for example).

DARK VALEFOR

Entering the Besaid Village will allow you to start this battle, when a summoner inadvertently calls upon this beast. It's a difficult fight compared to others you may have seen in the normal flow of the game, but Valefor is probably the easiest of the lot (at least, if you've followed my advice).

If you have it, attempt to use Wakka's attack reels overdrive. If not, use your most powerful attacks to stall him until you have your overdrives ready. Use your Aeons to block his overdrive if it fully charges – but as usual, play safe by having auto-pheonix on at least one character (preferably Yuna, for full-life).

DARK IFRIT

Ifrit is found at the entrance to the ruined Al Bhed Home. He is a tougher customer then Valefor, but well within your abilities if you use the same tactics as above. By now you really should have Blitz Ace and Attack Reels, and thus use these to full affect - they really, really help in all of these battles.

DARK IXION

Go to the Thunder Plains using the airship and run across to the soldier standing underneath one of the towers. He will call you a heathen and run away. Suddenly, Kimihari will look up and see something, and lightning will strike above the tower he is staring at to reveal the form of Dark Ixion. Ixion is a real toughy compared to Valefor, and it advisable to have sleep-proof/ribbon armour – his normal attacks include both sleep and full break.

In the second incarnation you fight, he is much slower, and thus quick hits will be affective – however, his overdrive (before being Aerospark) Thor's hammer is much deadlier - so use the classic Aeon block technique to save you.

DARK SHIVA

Shiva can be found at the entrance to the Macalania Temple. You must note she is incredibly fast, with maxed agility and the aim ability is paramount to winning this fight. Aim plenty of times, then use the usual techniques to take her down – the only thing to watch out for is her Heavenly Strike – it's an instant kill regardless of any armour you may have.

DARK BAHAMUT

Found in Yunalesca's former lair, Dark Bahamut is a much tougher customer then those you have seen before. His Mega Flare must be watched out for, as he will fire it the instant he gets it – i.e. if he has just a bit more to charge, and gets it in one turn, you will not attack again until he's used it. So you should watch for when his overdrive bar is getting higher, and use your aeons shielded, in the hope that they will absorb it.

His impulse is an incredibly powerful non-elemental strike on your whole party that turns them to stone, unless they have stoneproof or ribbon ready – so you must come prepared. The usual tactics apply, including auto-pheonix, and the usual party enhancements you use in battle.

DARK YOJIMBO

Yojimbo is possibly the hardest one you have faced so far. You must attempt to have a character with first strike up to cast auto-life, or someone with auto-phoenix, as Yojimbo always manages to ambush – and if he uses his Wakizashi attack, causing 99,999 points of damage, you're guaranteed to have a trio of corpses.

His normal attacks cause status affects, and his evade is high – so use aim plenty of times, backed up with your usual tactics of Quick hits, Blitz Ace, and Attack Reels. However, one thing must be made clear – his Zanmato overdrive must be blocked by an aeon, as it is an instant kill beyond all ribbons, and Auto-life/phoenix abilities.

DARK ANIMA

Dark Anima is incredibly hard. He has stupid amounts of HP, backed up with his pain attack which is an instant kill, much like heavenly strike. His mega graviton attack is an incredibly powerful gravity attack that can kill you at low HP.

His overdrive attack is a real doozy, hitting for a stupid amount of damage and a huge MP drain. Aim lots, and use the same tactics as for the above Dark Aeons, and eventually you will kill him. Eventually.

THE DARK MAGUS SISTERS

At the end of the Mi'Hen Highroad, you will meet two summoners. At the end of the cutscene the battle begins. Try to kill Mindy first, as she will release her Pasado (instant death) and thus be a thorn in your side until she is defeated.

Attempt to try to keep your attacks centred on one enemy, as knocking them out one by one will mean that they will not use their Tetra Gravition unless their overdrive bars are full. The usual tactics apply to each of them, and once you're down to two, or one, the battle is a lot easier.

Now the Dark Aeons are dead, surely your troubles are over, right? Oh no, you've got to do Penance, next.

PENANCE

Select Penance from the list of places to go in the airship, and head towards him. This battle is the hardest in the game. Penance is split into three sections, and will be a stupidly, stupidly hard fight. Zanmato is a cheesy way to defeat him if you have lots of money. However, if you want the actual challenge, you have to be damn good to face him - you need a minimum of 50,000 HP on each character, as hard as it seems, and need maxed luck to be able to even hit him. When he has both of his arms, he will be able to unleash the incredibly powerful Judgement Day attack.

Once each arm dies you receive a dark matter or two, and you can run from the battle, so using them to add ribbons (which are needed for the battle) is a great idea. Once you have killed both arms (they regenerate) and they don't regenerate for a turn, use this opportunity to use some sort of very, very powerful attack on him, such as blitz ace or attack reels, or quick hits on the body. Or, of course, heal up your party from the battering you're guaranteed to have taken. Watch out too for the Obliteration attack – 20,000 points of damage to all characters, even with maxed defence.

JAMES BOND 007 IN... AGENT UNDER FIRE

To unlock cheats in this game you will need to earn medals in the single player game. To get a Platinum reward you will first have to get a Gold and then play the level again finding all the 007 icons on each level. The Platinum rewards are for use in multiplayer.

TROUBLE IN PARADISE

Gold	Golden Gun
Platinum	Rocket Manor

PRECIOUS CARGO

Gold	Golden CH-6
Platinum	Golden Gun mode

DANGEROUS PURSUIT

Gold	Unlimited Missiles
Platinum	Stealth Bond

BAD DIPLOMACY

Gold	Golden Accuracy
Platinum	Gravity Boots

COLD RECEPTION

Gold	Golden Clip
Platinum	Guard

NIGHT OF THE JACKAL

Gold	Gold Grenades
Platinum	Viper

STREETS OF BUCHAREST

Gold	Lotus Esprit
Platinum	Alpine Guard

FIRE & WATER

Gold	Rapid Fire
Platinum	Calypso

FORBIDDEN DEPTHS

Gold	Golden Armor
Platinum	Arsenal

POSEIDON

Gold	Golden Bullets
Platinum	Cyclops Oil Guard

MEDITERRANEAN CRISIS

Gold	Regenerative Armor
Platinum	Poseidon Guard

EVIL SUMMIT

Gold	Unlimited Ammo
Platinum	Carrier Guard

BONUSES

Once you've practised enough and obtained a Gold Medal award (these unlock cheats) you will be able to re-play the mission to go for a Platinum Medal award. Doing so will unlock extra multiplayer levels and skins.

The main difference between the first and second time you do a level are the golden 007 icons. Some are obvious, some are hidden. When you're in a vehicle you must do certain things to obtain the bonus.

TROUBLE IN PARADISE

From the start, use your Q-claw to grapple onto the roof of the building. Run along to pick up the bonus. If you now drop down the vent and punch the guard from behind, you will be able to access the armoury in the first room. Otherwise it will remain locked.

The second 007 icon is in the room after the first elevator. You will see it on top of some crates in the corner. The third icon can be found in the darkened room which has all the plants in it. The last one is to the left, just before the sub area.

PRECIOUS CARGO

This type of mission will require you to shoot something to make the icon appear. For the first, make sure you take out both of the limos which form the first roadblock. For the second icon, take out the helicopter hovering near the park as you exit the warehouse.

After this park, equip a machinegun and wait to turn left. Take out the guy standing on the corner for the third icon. Shoot the three men outside the factory for the fourth, then inside blow up the column before killing the men. Lastly, shoot the last fan on the right.

DANGEROUS PURSUIT

From the start, turn around and head down the alley to the left for the first bonus. The second can be found after shooting the first wooden crate in the middle of the road after the first roadblock. Now drive along until you emerge into the city section.

Turn left and follow the road along until you reach a large building jutting into the harbour. Drive through the middle to get the third bonus. Continue until you reach a gas station. Inside is another bonus. Follow this road along and the last bonus is on the left-side pavement.

BAD DIPLOMACY

Go through the first door and then follow the corridor around. In the following room will be the first bonus. Get out of the lift and head round to the balcony above where you entered, to get the second bonus. You will see it on the far side.

After getting through the kitchen, follow the corridor past all the tripwires and put on your Q-Specs. You will see a secret door through which is another bonus. The last bonus is in the room with the glass display cases when you are leaving the building.

COLD RECEPTION

At the start, push the right button to open the right door where you will find the first 007 bonus. The second is in the vents that connect the room with the ML-22 to the one containing the blue prints. The third is in the main frame room near the stairs.

When you reach the cave area, crawl through the overhead vents to get the next bonus. Follow the second set of these vents to an alcove for another bonus. In the next cave you will find one bonus on top of a steam tank and another behind a steam tank.

NIGHT OF THE JACKAL

Run across the start area and look in the shop windows, near where you find a shotgun and armour. The second bonus is on the balcony where the second sniper is.

The third bonus is inside the embassy, in the room where the women in red hides after you rescue her. The last bonus is in the area where you fight the helicopter, hidden behind some crates at the far end.

STREETS OF BUCHAREST

The first bonus is under the first bridge you drive over. The second is located at the far end of the train tracks after you get the Q-locator. After the helicopter that blows up the bridge, there's an alley with the third bonus in. The next is floating in mid-air after the data chip.

The last two bonuses are in the tank section of the level - you will need to meet the following objectives to obtain them. For the first you must destroy the tanker being pursued by two vans and, for the second, you have to take out both helicopters outside the hotel.

FIRE AND WATER

Shoot the barrel outside the first control room. After the fence, enter the left vent and follow it to a room for a second bonus. Just before the pump room in the large area there's a bonus hidden under the cranes holding metal crates. Another is by the helipad.

In the pump on the lowest level is another bonus. The next two can be found after exiting the pump room, one on either side behind barrels. The last one is after the lift going up to the helicopter battle. Shoot the barrels in the corner to reach it.

FORBIDDEN DEPTHS

For the first, kill both guards in the first guard tower. The second can be obtained by killing both guards in the second guard tower. Get the third by shooting all of the mines. Destroy all of the ceiling-mounted gun turrets for the last one - it appears before the fans.

POSEIDON

From the start, Q-laser the vent to the left. This will get you the first bonus. In the following area shoot the barrels to your right. The bonus appears after the barrels have blown. When you reach the bottom of this area there is another bonus to the right of the stairs.

When you reach the third area there is a small room containing armour and grenades. You will also find a bonus in here. When you go down the stairs to the sub, look under the steps for a vent. Go through it and receive the final bonus on this level.

MEDITERRANEAN CRISIS

The first bonus is on the outside of the first area (you will start next to it if you got the good ending to the previous level). If you start in the brig, go up the stairs. The second bonus can be found in the brig. (If you got the bad ending on Poseidon you'll start here.)

Enter the vent in the brig and follow it to the end for another bonus. When you reach the briefing room follow the stairs up and enter the vent to the right for another bonus. Get the Harrier control program, head outside, jump down, run along and Q-claw up for a bonus.

After getting the Harrier programme head out and down, pass through the fence and run round for another bonus. To the left of the bottom of the stairs leading up to the bridge is another. Drop off the death slide and fall through the hole. Behind Zoe are two more bonuses.

EVIL SUMMIT

The first bonus can be found on top of the left sniper tower at the beginning of the level. Death slide over to the other sniper tower to pick up the second bonus. When you get inside you will find the third bonus on top of the projector device.

The fourth bonus is inside the launch room containing the French Prime Minister, at the bottom. Another bonus can be found outside of the far door leading to the German Prime Minister. The last one is at the bottom of the room where the US President is held.

DEUS EX: THE CONSPIRACY

WARNING!

Before we get started on this walkthrough a word of warning. Deus Ex is an incredibly open game with multiple routes through levels and a variety of ways for dealing with each situation. This guide will hopefully allow you to make the combat decisions, while pointing out the stuff you won't want to miss.

STATUE OF LIBERTY

Don't pick the Sniper Rifle from Paul, there's a free one later in the level. GEP is a good choice. Pick up the crowbar and smash all crates, including the two in the water, use the ladder to get down. Pick up the soda it'll give you a couple of health points when you're running low.

Speak to Agent Kaplan and tell him "you're going to clean the place out." He'll tell you the security code to get some extra items from the locked van behind the helipad. Go inside and use the datacube under the desk to get the computer code. Login to the computer and open the hatch outside the van.

Collect the EMP grenades inside the hatch, then go down the narrow path to the back of the van, smash the crate and pick-up the nanokey in the corner. Pass the security bot and enter the main compound that's being patrolled by NSF guards. Duck and head right and take out the first guard on patrol.

This guard is carrying a Mini-Crossbow, see, it's best to take the GEP gun from Paul. Pick up the small metal crate and place it next to the grey and red slabs, allowing you to get to the crate above. On the side of this structure is a secret Medlab, accessible via the Medlab sign. Use a lockpick to open it.

There are two ways into the statue, a front and back entrance. The front is more heavily guarded, head left here to choose this route. Go right if you want to collect a Sniper Rifle and use stealth to break into the statue. Alternatively, pick either route and do a full circuit.

Heading left, you'll have to take out a security bot that's guarding the main entrance. If you have the GEP gun this is easy. If not, use an EMP grenade, but it'll have to be a good throw. Make sure you check the contents of the datacube that's been conveniently left lying around on one of those grey slabs.

The datacube contains the login and password for the computer to the left of the main door. Sneak up on this door by hugging the left war, when you've logged in to the computer, deactivate the camera, open and unlock the doors and set the sentry to target enemies. But ignore this entrance for the moment.

Next, keep heading to the left take out the guards and head to the underground bunker. On the left wall as you enter is a Hazmat suit. To pass the electrical discharge either use the forklift and boxes to climb over on the right side, or use a multitool on the control box. The supply crates in this room contain cool stuff.

Outside the bunker is another medical bot in the large grey slab. Keep heading round to the left, go pass the "loading" intersection, the first guard here contains the Sniper Rifle. Collect the rifle and head back to the entrance to the North Dock, it's neat the patrolling security bot.

As soon as you head near the dock, two guards will try and rush you. Run back to the security bot for some extra assistance. Collect the key and other items from Harley at the hut on the far left. Next go fetch the TNT crate and walk back to the ladder that leads to the water. Throw the crate in the water. Go into the water and you'll see a submerged freighter. Wait for the crate to pass over the hatch, push it closer if you have to, shoot the crate, this will destroy the hatch, allowing you access. Inside are three crates containing weapon mods and a sawn-off shotgun! Now, either go through the lobby, or...

Outside the underground bunker, there is access to the upper tiers of the statue. Climb the short ladder and use the metal crates to access the higher platforms. There are lots of guards patrolling this area, but they are very wide apart so are easy to sneak past or dispose of. Be careful of gas grenades on the upper tier.

The lobby. There are a couple of guards patrolling the lower level, another on the upper tier. Dispose of the guards but be careful of the camera and gun turret guarding the stairs. If you have the GEP use it to destroy both, if not, try an EMP or grenade. Disable the alarm next to the laser field.

Disable the laser field, but be careful of the camera in the next room. Hug the wall and then deactivate the camera at the computer terminal. Release Gunther, but don't give him a gun. Now return to the lobby and search for the ventilation shaft between the laser field and the main stairs. Go through the ventilation shaft, press Circle to bring up Augs and activate lights so you can see in the dark. Keep going until you reach the desk with the datacube telling you the PIN number. Return to the lobby and collect the money from the ATM. Now head up the stairs.

Dispose of both sets of guards. There's a small balcony near the second set that has some flares and a PS20 on the floor. Go up the ladder and confront, but don't shoot, the terrorist leader. Interrogate him, then pick up the blue Aug canister. Once you've completed the mission head back to UNATCO HQ.

UNATCO HQ

Search every room in the HQ and make sure you collect the Stealth Pistol from Carter. You'll also need to select a new Aug power, go for Super Strength. Once you've been given the new mission head back to the pier where the game began. Highlight the boat and press ⊗ to board.

BATTERY PARK

When you arrive, talk to the kid and give him some food, he'll give you the code 9183, allowing you to access Castle Clinton the back way, via the drink machine that is near you. We'll walkthrough the more conventional way in. Find Anna near the barricade and take out the NSF guards inside.

Enter the huts in the middle of the Castle and, again, give the kid some food, you'll receive 50 skill points. Open the box in the same room and check the datacube for the door key combination. Use the nanokey on the locked door and enter 666 at the terminal. Revealing a secret passageway.

Down the stairs, go to the second door and, if you don't have enough lockpicks, plant a LAM on the door. Stand well back and shoot it. This will destroy the door and should also blow the safe inside, containing more Aug powers. Use the terminal to switch off security systems.

Go back to the first door and take out the guards and sneak past any cameras and gun sentries that may still be active. Turn the rest of the security systems off in the control room at the far end and walk up to the ambrosia, that's to the right of the large pool, to secure it. Now head to the subway.

Tell Anna "you're learning as you go" and she'll give you some grenades. At the subway, dispose of the guards, there are three entrances to the subway itself. Either down the stairs, via the hatch to the left of the stairs or through the hatch in one of the shacks. Once you've defeated the terrorists, board the train.

HELL'S KITCHEN

In the basketball court, take out the NSF thugs and their victim will give you the password. In the clinic, talk to some of the patients for clues to the NSF's whereabouts. Also, help the doctor from the confrontational patient and he'll give you use of the medical bot for 1800.

At Underworld bar, ask the man talking to the woman about ambrosia. Don't threaten him with arrest. Talk to him again and he'll give you the code to the lift in Osgood's. Buy the guy in black beers and he'll tell you some juicy info. Talk to the girl in the next room and she'll give you a side-quest to save Sandra.

In the alley to the right of the bar Sandra is being accosted by her pimp. Shoot the pimp and go back to the bar and talk to Sandra and her friend, they'll give you the password to Smuggler's and the Osgood code again. Now head to the 'ton hotel. Sneak through the lobby and head to the elevator opposite.

Smash the crates at the bottom of the shaft and pick up the multitool on the third level. Take out the two guards and save the hostages, there's a third guard in the reception in the lobby. Talk to the male hostage, he'll tell you the password. Talk to the hotel manager and collect the nanokey for the rooms upstairs.

Check all the rooms for items, especially Paul's secret stash behind the painting. Now head to the Smuggler's den opposite the hotel. Use a multitool on the control box in the small room on the left to disable the laser fence. Talk to the Smuggler and he'll give you the key to the sewers and a side-mission.

Check the upstairs room and use a crowbar or baton on the painting near the bed to reveal a secret stash. Use the sewer key on the grate at the side of Underworld. Dispose of the guards, and cross the bridge to the room inside. Collect the items inside and look at the datacube for the login code.

Head right from the room, cross the bridge and use the terminal to open doors, turn off cameras and set the turrets to attack enemies. Now go to the door that's on the right as you entered the sewers. Hack the security bypass and get ready for the guard inside. Sneak past the camera to the control panel.

Turn off the other cameras in this area and dispatch the guards that are patrolling. Find Schick and escort him to the main sewer room. Go back to where Schick was captive and open the right drawer on the desk. In the sleeping room find the datacube then login to the computer. Finally, go to the armoury, the door opposite.

With Schick safe, go back to Smuggler for a reward. Now head to Osgood's. Shoot the guards outside and collect the nanokey allowing you in through the main entrance. Hack the locked door as it has an Aug upgrade inside. Go through the other door and move down the corridor until you receive skill points.

Now return to the first room and move the crates to reveal an open doorway. Go through. Disable the laser tripwires and gun turrets, collect the items and enter the lift. When outside, there's one guard patrolling the roof to your right. Take him out and then search this rooftop for ammo.

Use this vantage point to take out the three guards on the rooftop below. Now jump up the ladder that's near the ammo, go down the fire escape, smash the glass and enter the building for more skill points. Collect the items and return to the fire escape. Drop down to the broken part of the fire escape.

Use the ladder to get to the higher roof, loot the guard you shot earlier and smash the crates. From here you may also want to pick off a guard in the distance with the Sniper Rifle. Go back to the lower rooftop and head to the plank of wood that's leaning against the wall. Shoot the window opposite.

Now may be a good time to save, as you need to jump through the window. Once inside get the medkit in the corner and enter the room on the right, go down the stairs and get the supplies. Go back up and turn right, smash the window with a baton or crowbar and go out onto the fire escape.
Be quiet as there's a guard below. Lean over the edge and pick him off with the Sniper Rifle. Lower yourself down to where the guard was and enter the door. On this level, there are lots of guards and dogs patrolling. It's easier to break into the generator from above. If you find the ladders, head up.

Dispose of the guards and enter the computer room. Hack the computer and shut down the generator. You can go on and search the level now if you like, as there are skill points to be picked up for exploring, or head back to base via the chopper. At the base, search all the rooms as there are new items.

BATTERY PARK

Head to the shack where the man and woman are talking about how cold it is. Talk to the man; if you have the password Underworld, he'll help you out. If you don't have it, open the locked chest in another shack to get the code. Or speak to Harley in the subway station. Enter the tunnel via the phone booth.

BROOKLYN STATION

Head upstairs and bypass the electrical fault by using the ventilation shaft above the metal crates on the left. This drops you in a room that contains a nanokey for the rest of the station, saving you lots of lockpicks. Head to the Wall Street section and speak to Charlie in the derelict tube.

If you need a LAM to clear the collapsed section of tunnel, the cheapest way is to swap a vial of zyme with the junkie in the toilet. Go to the end of the platform (where you entered the level) and throw the

LAM at the door where the rock blocks the tunnel. Pass the steam and turn both valves.

Go back and speak to Charlie. He'll tell you about the ladies bathroom. Head there next. Enter the code. Sneak up on the guards as there are civilians here too. Talk to the mole people and they'll tell you about the commander. Push the brick outside the commanders bunker and enter, he'll surrender.

All other guards in this area will now be neutral so don't shoot them. Head to the other end of the tunnel, there are hidden items under the collapsed rock in the corner of the platform near the toilets. There's a multitool in the ladies. Go in the men's and through to the next section.

Turn off the lasers and steam in both the control boxes. Take either path. In the larger room avoid the camera on the right. Take out the guard and collect his key. Open the door, now either go through the ventilations shaft, or deactivate the lasers, press the switch and jump across the metal grates.

Deactivate the EMP and either sneak past the two sentry bots using the alcoves or take them out with EMPs. Between the two computer banks is a valuable datacube. Open the doors and get ready to go trigger-happy. Don't worry about the cameras or alarms as you'll want to take out all the guards here.

Collect the key from the guard in the bathroom. And play the pinball machine on the right in the rec room to reveal a secret stash. Go back through the lobby up the other stairs. Search both rooms, and make sure you press the button hidden behind the plant in the computer room.

Access the security terminal and deactivate cameras. The door here leads to the helipad. There's also a ladder to an upper level behind the other door, snipe away at the guards outside from these vantage points. Now, go beneath the helipad and down the corridor that leads to a lift.

Be very stealthy in this area. Throw EMPs or LAMs at the sentry bots to destroy or deactivate them and search all guards as they have lots of items and vital keys. Unless you're well armed don't bother with the security towers. When you get to the main building enter the alcove to the left of the pinball machine.

One of the bricks on the floor opens a secret stash. Take the LAW upstairs, open the barracks door now go back to the top of the stairs and fire the LAW into the barracks to open the four locked chests without using lockpicks. Open the door at the end of the hall and put your guns away.

Before boarding you can buy a weapon upgrade from the mechanic. Also search the trailers for items. Once on the plane, in the lower area is an Aug upgrade. Head to the upper section and collect the nanokey in the control room. Now go to the back of the plane to Lebedev.

Multiple-choice right here. You can speak to Lebedev, kill him, or kill Anna Navarre - your partner - instead. A tip if you want to off Anna: plant an LAM at the entrance to Lebedev's quarters, this will prevent her killing him. You also get 200 skill points if you kill Anna, not that we're trying to persuade you!

With the plane "situation" over, you're now free to explore the base as you head back to the helicopter. With all cameras and gun turrets now deactivated, it's a good time to check out the security towers and also to stack the crates to reach higher areas that conceal items.

HELL'S KITCHEN

Go to the reception of the 'Ton hotel, help Gilbert and head upstairs to Paul's apartment. Stock up in the hidden compartment then go to see Smuggler. Search his hideout for items. Now head to the NSF HQ. Go through the north door, find the nanokey in the men's toilets, exit and head up the stairs, pick the lock of the first door on the right.

Read the datacube. Go to the next stairs and through the door, read the datacube, use the keypad and turn on the venting system. Enter the computer room, use the terminal to turn off the cameras and open the hatch in the garage. Exit and go down the basement hatch, turn off the camera and open both doors to collect lots of items.

Now make your way to the roof, taking out the UNATCO troops on the way. Enter the satellite control room, pick up the key, log onto the computer, rotate all the dishes and open the comms door. Enter and send the message via the computer. Shoot any remaining troops as you head back to Paul's apartment.

Enter the apartment via the fire escape. Speak to Paul. If you want to keep him alive, help him dispatch the men in black and then kill all the troops in the hotel foyer. If you leave before this Paul will die. Go to the subway and get on the train. At Battery Park surrender to Gunther as he cannot be killed... yet.

LIBERTY ISLAND

Move towards the door and after the black out you can escape. Sneak up to the crate and pick up the baton, dispose of the guard before he can trigger the alarm. Collect the items and read the datacube then open the other cells. Head right to Maintenance, go up the stairs on the left and through the doorway opposite, down the corridor to the left.

Read the cube then hack the terminal to modify the Bot AI. Go to the office and collect the items,

then speak to the mechanic as you head to the armoury. Collect your items in the armoury, find the code via the computer and use it upstairs to collect the Plasma Rifle (if you want it). Deactivate the Bots via the terminal.

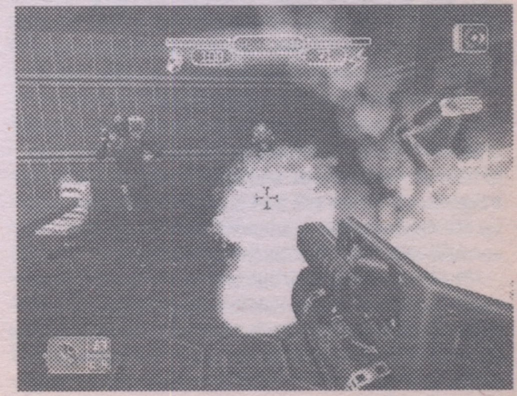
Go to the Nanotech lab, talk to the doctor. Head to the surgery, talk to Paul (if he's alive) then exit the base when you receive the code from Daedalus. In UNATCO HQ, talk to Jaime in medical, tell him to stay and spy. Talk to Alex and get the key. Head to armoury and speak to Carter. Talk to Manderley, then kill him, exit and get on the chopper.

HONG KONG

Go through the left door, down the stairs to the barracks. Read the cube. Go up the stairs and through the lockers. Go to the flight control decks at the top, right to the control room, turn off the weapons lock and open the munitions bay, turn off the cameras via the terminal. Go back to Jock, and then exit via the hole he makes. Go down in the lift. Put your weapon away. Head right and enter the police station when there are no police near. Use a multitool to enter the next door. Turn off the cameras and open the door via the computer. The newly opened door is near the lift, enter it and collect the items inside. Use a multitool to enter the next room. Get some cash at the ATM then exit.
Go to the exit on the right. Go right then left and talk to the man in the doorway. Go back inside and leave via the Tonnochi Rd exit. Cross the bridge to get to Tonnochi Rd, enter Queen's Tower. Read the cube at reception then call the lift on the left. Speak to Maggie Chow, go up the stairs, through the south doorway and up the next stairs.

In the room on the right read both datacubes. Turn off the cameras and open the secret door via the terminal. Ignore the maid if she tells you off. Go downstairs past the lift, use the paper lantern to open the secret door. Use the keypad and collect the Dragon's Tooth. Collect the items in the next room and exit. Head to the Lucky Money club.

Pay the woman in the booth, enter and talk to the thug. Go upstairs and ask the barman about Max



Chen. Go through the doorway behind the bar and collect the items in the walk-in fridge. Go down the other corridor and talk to the gang member, then speak to Max Chen in the next room. Exit the club and loot the stores if you want items and a gunfight.

Speak to Gordon Quick in the Wan Chai district. Enter the compound, go up the steps, down the steps on the right and through the door. In the large room use the keypad and access the secret passage. At the bottom of the stairs press the left button and speak to Tracer Tong. Collect the key from the table. Go downstairs and stand on the platform.

After the killswitch is deactivated speak to Tong again, explore his base and speak to Alex. Exit the compound and enter Versalife with the code Tong gave you. Put away your weapon, speak to the woman at reception, read the datacube and hack the computer to create a security pass. Go to the top of the stairs, through the office to the lift.

Take the lift down, talk to the supervisor. At the end of the room go up the stairs on the right. In the armoury use the terminal to turn off the cameras and open the door downstairs. Exit and enter the break room, read the cube, enter the conference room and open the cupboard and read the two datacubes inside.

Go through the entrance in front of the statue, head down and take the lift in the centre. At the top upload the Blade ROM via the computer. As the alarm is now activated, get out of Versalife as quickly as possible and head to Wan Chai and the temple. Speak to Quick and Chen then go to the compound and speak to Tracer. Now go to Canal Rd.

Jump over the blockade. Go through the door on the left, down the ladder and get in the water. Swim down, through the door and go left. Search the body of the scientist in the rubble, read the book, then swim back to the tunnel. Head to the other end of the tunnel, open the door behind the van and drop down the vent.

Climb onto the pipes and get to the open vent, crawl through, read the cube, head left and crawl through the gap on the right. Go through the door on the right, press the button to lower the ramp, go down and up the stairs to the left. Run to the control panel and shut the doors. Use the terminal to turn off the cameras and raise the ramp, go downstairs.

Use multitools to turn off the laser. Use the computer to upload the schematics and open the UC chamber. Use the terminal in the room on the right to turn off the cameras and open the pods. Go down the passage on the left and cross the walkway, pick up the Augmentation canisters. Go through the corridor and down the ladder on the right.

There's another Aug canister in the centre, climb down the ladder and speak to Maggie Chow, when she attacks shoot her. On the left use the keypad that rises up to destroy the UC. On the other side use the walkway to get to the central structure, climb down the ladder. Swim through the pipe to the end. Get out of the water and crawl into the tunnel.

Get into the pipe and drop into the water. Head for the dock and walk onto the large boat. Search for items. Use the paper lantern on the right to open a hidden compartment. Talk to the woman if you want to buy mods. Go to the compound and talk to Tracer Tong, exit and get on the chopper.

HELL'S KITCHEN

Climb down and enter the bar from the rear. Put away your weapon and talk to Harley Filben. Talk to the soldier at the bar and tell him you'll check the submarine base. Head to the clinic. Talk to Joe Greene, tell him he's a spy, and then kill him. Exit and go to Osgood & Sons. Speak to Stanton Dowd. Then go to Smuggler and return to the chopper.

NAVAL SHIPYARD

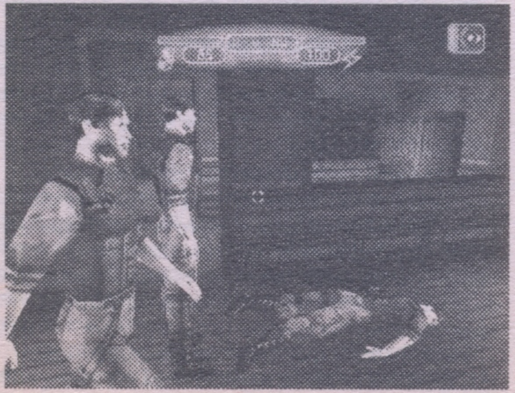
Talk to the soldier at the gate, in the office on the right use the terminal to put the Bots on standby. Enter the Base Commander's office, read the datacubes and use the terminal to turn off the cameras and open the gate. Pick the lock on the safe and read the cube. Search all the buildings and the trailer for items then head to the crane.

Take the lift to the top, press the button to move the crane, get on the platform, press the button and ride it to the roof. Crawl through the vent. When you reach the grate, head left through the hole, then right to the control room. Press the button. Go back to the grate, open it and go across the girder to get to the ship, drop down and go through the door.

TANKER

Search the crew quarters and Chem Lab. Go upstairs and enter Sickbay. Read the cube on the desk and open the draws to get the key. Use the vent in this room to reach the Electronics Lab. Read the datacubes and collect the items. Go back through the vent and through the left grate, bypass the Armoury keypad if you want some ammo.

Go upstairs to the Command Centre. Read the cube and collect the Security key. In the Captain's Quarters collect another key and read the datacubes. Exit and use the terminal to turn off the cameras. Go down the stairs to the bottom, through the doors; down the steps on the left and towards the boiler and the first Tri-weld seam.



Use a LAM or the GEP gun to destroy the seam, activate the keypad near the turbine to raise the platform. Enter the room on the left and cross the platform. Climb the ladder and turn off the cameras, turrets and open the door via the terminal. Go down the ladder and into the room on the left. Smash the window and climb out onto the pipe.

Go along the pipe, stop when you see the Tri-weld seam below, destroy it and return through the window, go to the main corridor by the stairs and through either door. Go right to the Bilge Pump Room, destroy the Tri-weld seam and turn on the bilge pump with the switch next to the computer. Reverse the pump flow via the computer.

Go upstairs, through the door and talk to the electrician and pick up the key. Turn off the cameras and open the door via the terminal, go through the door. Use the terminal on the right to turn off the cameras and open another door. Look down and take out the Spider Bot, climb down the ladder and destroy the Tri-weld seam. Bypass the control panel around the corner.

Open the grate nearest the control panel and drop down. Crawl along bypass the control panels to deactivate the lasers and go back through the grate. Climb up to the walkway, use the terminal to deactivate the cameras and turrets, go through the door and use the terminal in the room at the end to deactivate turrets and cameras again.

Climb down through the grate near the computers and enter the Heli-bay. Read the datacube on the container. Destroy the final Tri-weld seam and exit through the door with the keypad. Get outside! Jump into the water and use the ladder to get onto the docks. Climb the ladder inside the Crane Control and return to the helicopter.

LOWER EAST SIDE CEMETERY

Press the call button at the gate to be let in. Talk to Stanton inside the crypt. Open the stone coffins for items. Exit and shoot the troops, go to the small building by the gate. Shoot the gatekeeper, use a multitool on the keypad behind the picture to reveal a secret room. Destroy the machine inside and get back on the helicopter.

PARIS

Pick the lock on the shack, read the book inside. Exit and take the lift. Go up the stairs and talk to Aimee, go back down, take the stairs on the left to the bottom, where it says 'Restricted Area' pick up the Hazmat suit, then open the large door to the right. Put on the suit and run through taking the door on the left. Climb down the ladder.

Walk through the tunnel, if you kill all the Greasels (go back and tell Aimee for a reward), climb down the next ladder. Climb up the next two ladders, go to the subway and talk to the man behind the desk on the left. He'll cut the prices once you kill the troops here. Search and loot all the rooms until you find a medical Bot.

In the room opposite use the terminal to turn off the cameras. Open and crawl through the vent, turn left and exit. Buy some items if you want then exit the subway. Go to the building on the right, pick the lock and go upstairs. Open the cabinet and read the cube. Turn off the cameras and open the door via the terminal, go down and leave through this door.

Pick up the key, go back to the ground floor and into the office, read the datacube. Leave the building and go across the street, smash the boarded windows behind the building opposite. Read the datacube then go down the spiral stairs. Go to Bunker 1. Push the stone under the lockpick to open the door. Go inside and talk with the leader.

He'll give you a key, there's another in the cabinet. Leave and head for Bunker 3. Inside Bunker 3 pick up the Sewer key and release the Silhouette members, escort them back to Bunker 1 safely. Talk to the leader then head for the sewer entrance. Take the ladder on the right and pick the lock on the manhole cover to get to the street.

Head NE to the cafe. Talk to Jaime, he'll give you Gunther's Killphrase. Talk to the family at the table and leave through the rear of the cafe. Smash the window of the bakery if you want some ammo, next head to the club. Pay the entry fee, through the door, down the steps and up the ramp on the right. Talk to the woman sat in the corner.

Back downstairs find a woman near the bar called Cassandra, she'll sell you the code for the safe. Go through the doorway behind the bar, turn left and use the keypad to enter the safe. Leave and go to the room on the left and out through the exit. Nicolette is waiting for you in the right. Search the flats for items then get on the helicopter.

Go through the main door, go left, up the stairs and left down the corridor enter the first room on the right. In the bathroom pick up the key, leave and go right, pick up the key behind the vase on the table, through the next door on the right, read the cube next to the bed and pick up the key in the bookcase. Move the painting, read the cube and pick up the key.

Take the dumb waiter down to the kitchen and go to the basement. Pull the candelabra to reveal a secret passage. Clear the fallen beams with a LAM, transmit Everett's signal via the computer and open the container to get some Aug upgrades. Exit the house, go to the rear through the maze and enter the crypt.

Climb the ladder, go through the gate at the end of the alley. Enter the door that's opposite the glass panel of items. Cross the walkway and use the terminal to deactivate the Military Bot. Go back to the street, turn left. When you reach the cathedral go right and climb the trellis fence to the roof. Walk up the beams and drop through the skylight.

Collect the key then go through the archway and up the stairs. Go through the corridor, down the stairs, go through the first archway and down more stairs. Go past the door with the keypad and up the stairs, turn left at the top up the stairs and through the door on the right. Shoot the woman and read the cube. Use the terminal to deactivate the camera.

Go back and enter the door with the keypad, bypass the lasers, use the terminal to turn off the cameras. Leave the room, go up the stairs on the left and through the archway on the right. Go through the door and down the stairs. Use the Killphrase to destroy Gunther, use the computer to establish system linkup. Talk to the Simon's hologram and then exit.

Exit the cathedral and head for the subway outside. Enter, through the door on the right and meet Toby. At Everett's house head left, go past the kitchen and down the stairs. Continue straight and talk to Everett and collect the key. Use the terminal to open the containers. Go down the corridor on the left to collect the Aug's from the containers.

Go back to Everett and the room on the right where you'll meet Alex. In the next room bypass the keypad, collect the key inside and talk to the AI program. Head upstairs, use the key in the bathroom for some secrets about Everett. Go upstairs to the helipad, talk to the mechanic on the right, shoot him and get on the helicopter.

VANDENBERG AIRFORCE BASE

Speak to the woman for a code. Go through the door and down the stairs. Run past the turret at the bottom. Use the terminal to deactivate it and the cameras. Go through the next two doors and go down to the first floor in the lift. Go left, through to the generator room, turn it on, and crawl through the vent to get a key. Leave the room.

Use the terminal at the end of the corridor to deactivate the cameras, go through the door, deactivate the lasers and enter the door on the left. Talk to the man inside, leave and talk to the woman and enter the Hazard Lab. Bypass the control panel, go down the steps and into the water for more items, use the terminal then exit the room.

Return to where the lasers were and take the door on the right to get outside. Destroy the patrolling Bots and go around the side of the main building. Climb the ladder and shoot the guard to collect a key. Climb down and open the panel on the yellow generators. Go to the Security Bay building and release the Bots from the bays.

Exit and go to the Comm 01 building. Talk to the scientist, then go through the lockers in the room on the left. In the storeroom open the hatch, climb down and go down the corridor. Use the terminal to deactivate the cameras, around the corner deactivate the laser. Go through the door at the end, through the maintenance door and climb the ladder.

Crawl onto the pipes, across to the next room, drop down and go down the stairs and deactivate the lasers. Go around the corner and up the stairs, raise the bridge to the top, go back up both stairs and cross the bridge. Pick up the key near the scientist, climb the ladder. Through the door head right and take the lift to the second floor.

Talk to the researcher. Go through the door, head right and down the stairs. Talk to Sam Carter and Gary Savage, next go through the door near Carter. Collect the key, put on a Hazmat suit and go through the door on the left. Take the lift to the floor above, use the computer to uplink the Milnet, go back to Savage and exit to the helicopter.

CALIFORNIA

Talk to Fred and collect the key. Enter the sewer, climb the ladder on the right, crawl through the hole, go left and through the wooden gate. Climb the ladder onto the roof, then jump from here to the roof on the left, drop through the hole, open the hatch, drop in to find Tiffany. Tell her to head for the chopper, pick up the key and exit to the chopper.

OCEAN LAB

Shoot the MJ12 troop and collect the Sub Base key from his body. Open the door and go up the stairs. Talk to the female scientist to get a code. Go right to the room with a hatch, open it and shoot the Karkian swimming inside. Drop into the water, through the tunnel and into another room. Talk to the scientists and climb down the ladder.

Follow the corridor and get into the water. Swim to the other building, there's a hatch in the seabed behind it, open the hatch and swim through. Talk to the female scientist, use the terminal to deactivate the cameras and open the Sub Bay doors. Go up the stairs, turn left and enter the Sub Bay, talk to the mechanic and get in the working sub.

Go up the stairs to the top and through the door. Turn off the cameras via the terminal. Take the door on the left, take out the turret on the left, then collect the key that it was guarding. Go through the door on the right, collect the items, pick the lock of the other door for more items, open the next door shoot the Greasels and get into the water.

Go through the door, read the datacube and return to the corridor and through the door at the other end. Go up the stairs, and read the datacube in the next room, open the door keeping carefully away from the electricity. In the mine, use lockpicks on the door, go down the ramp, through the door and down the ladder on the right.

Go right and run for the lift, go down. Bypass the lasers and go through the doors, call the main lift and ride it up. Use the terminal to activate the bridge. Go across the bridge and use the computer to get the schematics. Leave, speak to Bob Page at the communicator and go back to the mine and get ready to fight Walter Simons.

Simons is pretty quick, so keep moving and use the drilling machine for cover. If he strays near the barrels shoot them so they explode. Once Simons is dead, go back to the mini sub and head to the roof of the command module. Exit the way you came in, when you can hear the blades of the helicopter use the ladder and open the hatch.

MISSILE SILO

Go into the main building, shoot the guards and collect the Front Gate key. Go up the stairs and across the bridge to enter the compound. Go inside the nearest building, go upstairs and cross the bridge to the opposite building. Go through the door, down the ladder, crawl through the vent and down the stairs. Go through both doors.

Go through the 'Launch Command' door and bypass the lasers. Go upstairs and hit the abort switch. Reprogram the missile via the terminal. Go back down, head to the missile silo, open the floor grate and slide down. Swim to the button and get on the lift. Kill the man on the second floor. Go to the sixth floor and up the ladder to exit to the chopper.

AREA 51

Kill the sniper in the damaged tower, climb the tower, use the terminal to open the main door and deactivate the turret and cameras. Enter the base through the main entrance and head right. Use the terminal in the room on the right to deactivate the Bots. Climb the ladder to the roof and drop through the roof of the other room.

Turn on the generator and return to the corridor and take the lift down, open the door. Jump over the lasers, stay clear of the exploding generator on the right. Talk to Everett on the communicator, go down the passage with the metal crates. Go past the barracks to the recreation room. Read the datacube, deactivate the cameras via the terminal.

Go back to the barracks, get the key from the bunk on the left, there's an Aug canister in the middle bunk opposite. Exit and go past the recreation room, go up the ramp and enter Sector 3. Go down in the lift. Talk to Tong on the communicator, go through the door and up the stairs to the top. Read the datacube and use the terminal to get the Aug upgrade.

Go to the room on the left, read the cube and go up the ladder. Read the cube and climb down. Back to the stairs, go through the door halfway down, cross the bridge and enter Coolant Filtration. Down the ladder, shoot the Greasel's in the water, get in the water, read the cube and pick up the Stairwell key. Swim through the doorway.

Go up the stairs, open the door opposite, go through another to find yourself back in Sector 3. Go down under the Separation Tank, down the ramp on the left and through the door. Go through the door opposite, climb the ladder and talk to the mechanic. Go back the way you came and open the Aquinas Hub door. Break the window.

Drop onto the roof through the window, open the hatch and drop down. Go down the ramp to Aquinas Control. Take the lift to level three. Talk to Helios, take the lift back and up the stairs, up the ramp, down the corridor, down the ramp and through the door on the left. Down the stairs, through both doors and enter the large door leading to Sector 4.

Up the ramp, open the door with the button, talk to Paul on the communicator and go through the next door. Head left but stay clear of the exploding door, search the scientist to find an Aug upgrade. Use the terminal to start the Environmental Generators, open the door and enter, through the next door, down the corridor and through both doors.

Talk to Bob Page, run to the right when the turrets start shooting. Enter the UC control room, turn the switch, go back to Bob Page and down the corridor opposite, go up the ladder and save! Now choose one of the three different endings by following these instructions. Not happy with the ending? Come back to this save and try another.

ENDING 1
MERGE WITH HELIOS AI

Go left and head down, run through the large room to the right, enter the Aquinas Substation. Bypass the electricity. Open the Aquinas Router door via the terminal. Go right, through the door and up in the lift and enter the room. Press the buttons and use the computer to engage the Router. Go back to the Aquinas hub and talk to Helios.

ENDING 2
NEW DARK AGE

Go left and down, run through the room, head left and go through the Coolant B13 door. Go to the far end, press the button to flush the system and go back to the Reactor Lab in Sector 3. Put on a Hazmat suit, go through the door on the left, press the button at the base of both reactors, press the ion switches in the control room then press Engage.

ENDING 3

JOIN THE ILLUMINATI

Take the passage on the right and shut down the first Blue-fusion reactor. Back to the ladder, go down in the lift. Shut down the reactor on the right. Back to the lift. Go up the ramp on the right. Put on a Hazmat suit and shut down the reactor, through both doors and shut down the final reactor. Back to the room where Page is.
Go down the opposite corridor, head right up the stairs and press the button. The end!

GRAND THEFT AUTO 3

Liberty City is full of its own little secrets and there's always something to do. Think of this as a backpackers' guide to Liberty City.

SAVING

Make things easy on yourself by saving all the time. Although you may not save during a mission, it is essential to save after successfully completing each individual mission. Remembering to do this will make things easier on you in the long run.

WASTED

This is what happens when your energy reaches zero. Try to avoid drowning, getting shot, getting run over, and sitting in cars that are about to blow up or get crushed. If you do die you should reload your game as any weapons you had went with you.

BUSTED

When you are a naughty boy, the very liberal coppers of Liberty City will arrest you and throw your butt in prison. Whenever this happens you should reload, otherwise you will lose any weapons you had up till that point and get fined money.

WANTED LEVELS

WANTED LEVEL 1

Your wanted level denotes how seriously you break the law. When you've got one star you will not be seriously bothered. Only police that see you will attempt to arrest you. They will not hunt you. Get rid of this star by not committing crimes.

WANTED LEVEL 2

Two stars is nothing much to worry about. The police will take more notice of you but will attempt to arrest you rather than blow your head off, which is nice. These stars will disappear of their own accord if you don't commit any crimes for a while.

WANTED LEVEL 3

Now things are getting pretty serious. This is like two stars, only the police will now shoot to kill. There's also a helicopter involved - the only way to escape it is by hiding underground or shooting it down with a rocket launcher.

WANTED LEVEL 4

You really need to upset people to get this. Expect road blocks, helicopters and big vans. The police will pursue you relentlessly by crashing into your car until either it blows up or theirs blows up. Hide in alleyways and cower in fear.

WANTED LEVEL 5

Now you've done it. In addition to all the stuff from Wanted Level 4, expect the insane FBI to chase you. They drive fast black cars and don't stop. Ever. They also have a helicopter. Their cars are the fastest things in the game so don't try outrunning them.

WANTED LEVEL 6

Expect to get chased by near-indestructible tanks and army trucks. Should you manage to engage the army in a gun fight, expect to die after a few shots. Our advice, therefore, is to flee as fast as you can otherwise expect to get taken out in record time.

DECREASING WANTED LEVEL

If you have two stars or less, the best way to get rid of them is to stop somewhere out of sight and commit no more crimes. Anything higher will only decrease if you die, get busted, find police bribes or get your car resprayed.

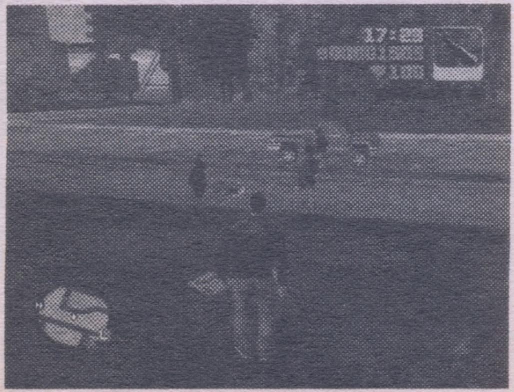
INCREASING WANTED LEVEL

The easiest way to attract police attention is by killing one of them. The more crimes you commit the higher your Wanted Level goes. You will not be able to achieve five stars until you unlock Staunton Island. To get six stars, unlock Shoreside Vale.

VEHICLES

RHINO

Before you even think about getting your hands on this tank you will need to have got as far as Shoreside Vale otherwise the army won't come. First of all, you must get full armour and health. You'll also need all the different weapons with ammo to spare.



Once you are ready, save the game in your Staunton Island hideout and then drive down to the multi-story car park that is located near your hideout. Park on the second floor of the multi-story car park and get out of the vehicle. Now run down to the road.

Start killing people in any way that pleases you. Watch as your stars rise and make sure you kill any policemen that come along as this raises your Wanted Level quicker. Equip the flame-thrower, hold down fire and turn around in a circle incinerating everything.

When you reach four stars, run into the car park and make your way to the roof. From a safe distance, shoot down the helicopter using the rocket launcher, this will take you up to five stars. Run to the top and keep lobbing grenades off until your stars reach six.

Shoot down any remaining helicopters and go back down to the lowest level in a car. Slowly drive out and then quickly reverse straight back in. Army trucks and tanks will attempt to mow you over. If they make it inside, get out of your car and run up to the next level.

After a tank has entered the car park, approach with the flame-thrower equipped. When the drivers get out, flame them. Take down remaining police and army men. Run to the tank and get in it. Drive out quickly and head for your hideout.

Carefully stash the tank in your garage, making sure you park it close to the side so that you can get back in it after getting out! Get out and save. Now all you need to do is get rid of your numerous Wanted Level stars! Getting the tank this way is really hard.

HIDDEN PACKAGES

PORTLAND

1 Roof of Head Radio Station. Get there by jumping off the tracks
2 Drive north to the end of the path in Harwood, by the water
3 St Mark's, inside EASY CREDIT AUTOS. Break glass with car
4 St Mark's, on top of the AMCO gas station
5 Portland Beach, to the side of Salvatore's Mansion
6 On a ledge below Salvatore's Mansion. Access from beach
7 Behind the building of Hepburn Heights Towers, north of hideout
8 In parking lot near El Burro phone in Hepburn Heights
9 Between trees on small hill near station in Hepburn Heights
10 One block south from AMCO gas station in a small parking lot
11 Wrecked building in St Mark's, facing broken road
12 Park in St Mark's. Access via roofs
13 Roof of building next to Luigi's Club in Red Light District
14 Roof of Luigi's Club
15 Roof opposite Luigi's Sex Club
16 Subway in Chinatown in the bathrooms
17 Rush Construction Co. in Red Light District. Break glass with car
18 Long alleyway in St Mark's, in side area
19 Porter Tunnel in St Mark's behind 8-Ball's
20 Roof of Supa Save in Portland View via tracks
21 Alley behind Hong Hung Inc. in Chinatown [L shaped alley]
22 Chinatown roof. Near water
23 Alley behind Roast Peking Duck in Chinatown
24 Inside the Bitch 'N' Dog Food-Factory in Trenton
25 Roof of Liberty Pharmaceutical in Trenton (use tracks)
26 Roof of Portland Docks Opposite building with steps. Running jump required
27 In a yard in Trenton. Opposite end of Callahan bridge through gap
28 Front of Joey's Garage in Trenton, behind fence
29 Power Plant in Callahan Point. Big building end of Callahan bridge
30 Roof of sawmill in Trenton. Use ramp to car jump on to building and then walk round
31 Inside Turtle Head Fish Co. in Callahan Point
32 At the end of the long pier in Atlantic Quays
33 Island just south of Portland (use boat)

FBI CAR

Getting an FBI car is similar to getting a tank - but attempt it before you reach Shoreside Vale as you only need five stars to get the FBI on your tail. Run around committing crimes until you reach a five-star count, then retreat under the cover of the car park. Drive a car in and out until an FBI car is in the car park. Get out of the car - they will too. Shoot them with a machine-gun. Drive their car round the corner for a respray.

BULLETPROOF PATRIOT

Getting the game's only non-military bulletproof vehicle is simply a matter of completing the last mission assigned to you by Ray Machowski, called Marked Man. As a reward he will direct you to his secret stash where you get a bulletproof Patriot.

MAFIA SENTINAL

These sleek black cars can be found all over St Mark's on Portland Island. They're most easily stolen from Salvatore's mansion, as stealing them off the streets will infuriate the Mafia. The Sentinal is one of the best all-round cars in the game.

BARRACKS OL

Obtain this hard army vehicle in the same way as a tank. Or you can pick one up for free from Phil Cassidy's Army Surplus on Staunton Island. If the gate doesn't open, run round the side. Use this vehicle for any mission where durability is a concern.

BANSHEE

This is one of the game's fastest cars and can be found on all three islands. On Staunton and Shoreside Vale they're common, but on Portland there's only one, which you can find in the showroom of Easy Credit Autos, which is located next to 8-Ball's.

DODO

This odd plane can only be found in the airport on Shoreside Vale. They have the unique ability of only being able to fly for a few metres. Take it to the end of the runway, go full speed down the to the end, then push up. Just be careful not to fly into the water!

TAXI MISSIONS

Do these extra modes before you upset too many gangsters. Drive around as if you were playing Crazy Taxi, picking up and dropping off. After successfully completing 100 taxi missions you will be rewarded with a faster cab in Borgnine, Portland.

PARAMEDIC MISSIONS

This is similar to the Taxi mode. After saving more than 50 patients, health will be added to your hideout. 100 patients saved will get you an Adrenaline Pill in your hideout. If you get as high as level 16 in this mode, Infinite Run will be enabled.

FIRE TRUCK MISSIONS

Drive around putting out fires using the k button. If you manage to put out 30 fires on each island you will unlock a flame-thrower, which will always appear outside your hideouts, effectively giving you infinite ammo with it.

VIGILANTE MISSIONS

Use a police car, police van, FBI car, Barracks OL or a Rhino (tank) to destroy more than 40 criminals on each island and you will receive police bribes outside your hideout on each island. All you need to do is ram vehicles until they blow up.

HIDDEN PACKAGES

100 hidden packages are strewn all over the three islands and listed in this guide. After completing a few missions, run around and collect as many of these as you want. For every ten you collect, a bonus will permanently sit outside your base. Here's a list of what you get...

Ten hidden packages: Handgun, 20: Uzi, 30: Grenades, 40: Shotgun, 50: Armour, 60: Molotovs, 70: AK-47, 80: Sniper Rifle, 90: M-16, 100: Rocket Launcher and money.

CORNERING

This game is all about driving. You can pinch almost every vehicle featured, and the key is driving them around corners without smashing them up or rolling them. As you approach a corner, press the brake followed by the handbrake to go round gracefully.

FAST OR SLOW

Littered throughout the game are some extremely fast cars. Although they're fast, they might not be ideal for a mission, as you'll end up going at uncontrollable speeds and crashing. Fast cars are also weak, so crashing too often will result in destruction.

Instead of always going with the speedy cars, pick something more middle of the road such as a Sentinal. They are fast, they corner well and are more durable than a sports car. Having a car that you can control will save you having to constantly swap cars.

DAMAGE

Most cars will endure a fair amount of damage before blowing up. When they do blow, you want to be as far away as possible. If your car is belching black smoke it is near death - exchange it quickly. If it's on fire or on its roof then get out and run, it's about to blow.

USEFUL LOCATIONS

As the game starts you are naked to the world with no weapons or armour, so before going on any missions or when reaching a new island take time to look around. Hidden weapons are all over the place. For starters, get a pistol from a ledge on the end of the broken bridge.

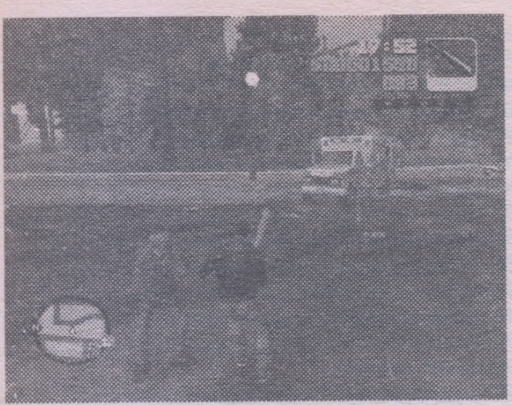
A flame-thrower is on the roof of Head Radio on Portland. To get it, run along the train tracks and jump to it. Also get a shotgun from the Diablos territory. From the El Burro phone, stay in the estate and head north around the left building.

An Uzi is to the side of the long alley in St Mark's. Armour can be found in the docks by driving to the furthest corner near the second ship. On Staunton, you can find both Armour and Molotovs at the university with extra Armour on the higher level at the construction yard.

HIDDEN PACKAGES

STAUNTON ISLAND

34 Army Surplus store in the corner
35 Coliseum. Top of steps
36 Top of hospital
37 Side of Coliseum, behind signs
38 East side of University
39 Construction site
40 On top of small bridge where there are girders
41 Colombian Garage
42 Construction site. Higher level
43 Connecting alley to 8-Ball's
44 Multi-story car park
45 Alley south of Coliseum
46 Jump off of curvy bridge on to rooftop by the park
47 Under road tunnel
48 Basketball court in park
49 Coliseum, on the Shoreside bridge side
50 Under Park bridge
51 End of South dock
52 Alley near Callahan bridge in Newport
53 Museum
54 Pier, south of Callahan Bridge
55 Behind Police Station



56 Newport, low path to Police Station
57 Behind the Church
58 End of an alley that's shaped weird and is bumpy near Coliseum
59 Underground AMCO car park
60 Top of AMCO roof
61 Bedford Point in a glass-breakable building
62 Doorway facing an intersection
63 On roof in the 'projects'
64 Behind rocks on pavement near the Pier
65 Behind a building in the 'projects'
66 Underground car park
67 On top of a pedestrian-only walkway on the south end
68 Behind 'star statue' logo
69 On top of Casino

HOOKERS

Surprisingly, your health can go as high as 125, but only after a little kerb-crawling. Get a nice car such as a Mafia Sentinal and cruise slowly around the streets until you spot a prostitute (easily identified - they tend to walk around with their bras and suspenders exposed!).

Make sure you're not on a mission or wanted by the police. Pull up next to a hooker and, if you have enough money and a decent car, she will bend over and look at you.

After a while she gets in the car. Now drive to somewhere secluded and stop. The car will start rocking and your health goes up as your money goes down. If you are a proper nutter you can even beat your money out of her after she leaves the car.

EXTRA HEALTH

You can always find health outside of a hospital, although this may not always be convenient. Shoot some civilians and attract the attention of an ambulance. When it arrives, get in and out of it. Each time you do this your health will increase by 20 points.

REPAIR CAR FOR FREE

No matter how carefully you drive all your cars will get dented. To fix it for free, drive it into any hideout, get out and let the garage door shut. Now get back in and as if by magic your car will be repaired. This even works if your car exploded in the garage!

EMERGENCY VEHICLE CRANE

In Portland Docks, near the second ship, is a crane that accepts emergency vehicles. The ones you need include the ambulance, fire truck, and police car, all of which can obviously be found in one of the many hospitals, police and fire stations.

You also need the Enforcer, which can be found at Staunton Island Police Station, the Barracks OL, FBI Car and also the Rhino. After taking them all to the dock you will be rewarded with seven GTAIII pick-ups. Now you can get any emergency vehicle at any time.

INDUSTRIAL IMPORT EXPORT CRANE

Drive into the docks from the road and go left past the cars, and then left down the thin alley. At the end, turn right and ahead is a two-tone blue door with a list next to it. This is where you park the cars on the list in exchange for cash. Some can be found in emergency modes.

DELIVER THE FOLLOWING CARS:

Securicar, Moonbeam, Coach, Flatbed, Linerunner, Trashmaster, Patriot, Mr Whoopee, Blista, Mule, Yankee, Bobcat, Dodo, Bus, Rumpo and a Pony. You'll get 16 GTAIII pick-ups (spinning icons), which allow you access to any of these cars at any time.

OTHER CARS IMPORT EXPORT

On Shoreside Vale, there is a garage that takes regular vehicles. It is on the airport side of the island. Find it on the road that is between the dam and the large bridge - it is identifiable by its rusty red door. A list of cars needed is printed on the outside.

Deliver the following: Sentinal, Cheetah, Banshee, Stinger, Infernus, Esperanto, Kuruma, Stretch, Perennial, Landstalker, Manana, Idaho, Stallion, Taxi, Cabbie (old-style taxi) and the BF Injection (Hepburn Heights, near El Burro phone). Another 16 GTAIII pick-ups will be yours.

STUNTS & JUMPS: PORTLAND

This game is full of stunts and jumps - here's a selection: on Callahan Bridge, on your way from Staunton Island to Portland Island, drive on the centre until you hit the yellow and black 'ramp'. If you hit it straight and land you can keep going and hit the next jump dead on.

Under Callahan Bridge (where the bridge joins a road in Portland) there's a grassy hill. Take a long run-up in a fast car to clear the two horizontal girders and get the bonus.

Find the underground train station on Portland Island in Chinatown near Luigi's. By the entrance is a wooden ramp. Hit it fast, dead on, to be propelled on to the overhead train tracks. Once on the tracks, drive round to a station to get safely down.

STUNTS & JUMPS: STAUNTON ISLAND

As you leave your hideout, turn to the right. Now head down the first left you encounter (it's not featured on the map). Look around and you will see a multi-story car park. Drive to the highest level where you will find a ramp in one corner. Jump it at high speed.

Leave your hideout and turn left, then take the first right and go straight along this road, past the construction yard, all the way to the big coastal highway. Turn right until you come to a point where you can get on to the centre of this road bridge. Speed along it and jump.

On your way from Portland Island to Staunton Island, as you cross Callahan Bridge, take the first left going east. You'll see an Internet cafe to the side with breakable glass. Some stairs inside can be used as a ramp. Take a run-up and jump through to the other side.

STUNTS & JUMPS: SHORESIDE VALE

Drive into the airport and follow the road round to the runway area. Just beyond the hangers is a parked plane with a ramp in front of it. Take a long run-up and drive over it. You should sail over the plane to land on the wing of the plane after it.

If you're in a hurry to get to your hideout, head out of the airport and turn along the main road. Turn on to the dirt track to the right before the signs and zoom off the end of the broken wooden bridge towards the towers of Wichita Gardens.
As you leave your hideout, head south and drive down the grassy hill to the road below, near the tunnel. Follow the road up the hill and through the short tunnel. When the road curves right you will find a small grass bank to the left. Use this to jump over the river.

HIDDEN PACKAGES

SHORESIDE VALE

70 West Dam
71 East Dam
72 Tower One, Dam
73 'Exchange' helipad in the lower dam
74 Behind the boulder, corner of the dam
75 Behind the furthest Swank house
76 Front porch, the third Swank house
77 Front porch, the fourth Swank house
78 Colombian mansion
79 Picnic tables
80 Fudge-packing factory
81 Cedar Grove, in overpass
82 Roof of Police Station
83 Pike Creek, behind drums
84 Behind hideout
85 Wichita Gardens, apartment entrance near overpass
86 Wichita Gardens, in between apartments, near a bribe
87 Pike Creek, on blue container
88 Behind hospital
89 Roof of a large building with a weird awning
90 Pike Creek, between Turtle Head Storage
91 Wichita Gardens, located under the wooden bridge, on the airport side
92 Airport, parking lot, the fire station
93 Airport, under a wing in the hangar
94 Airport, on ground next to dome
95 Airport, under a plane near main runway
96 In front of airport, behind the signs
97 Subway
98 Airport, helipad
99 Airport runway
100 Airport, at the end of runway, lower edge

JAK AND DAXTER: THE PRECURSOR LEGACY

In the old days jumping around in games was pretty much the in thing. So here's part one of a re-fresher course in platform gaming.

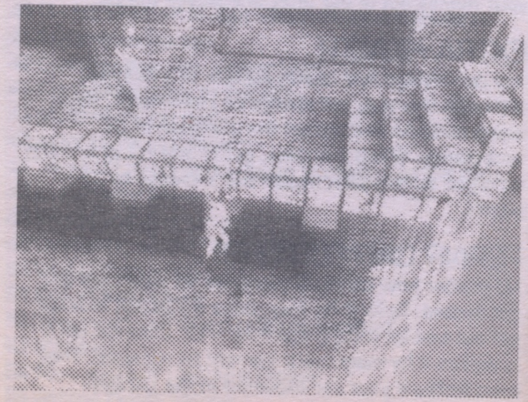
GEYSER ROCK

Run forwards and up. Run along the path and get the first Power Cell. In the next area are seven metal boxes. Break them open by jumping above them and smashing down. Getting all seven Scout Flies inside will give you a second Power Cell. Follow the route to the round door.

Run to the end of the pier and collect the Blue Eco. Run back to the door and enter to get another Power Cell. Now make your way up and cross the platforms to reach the final Power Cell on this level. Use the Blue Eco on the cliff to activate the platform and enter the warp gate.

SANDOVER VILLIAGE

After talking to Samos go below and have a chat with Keira. Cross the bridge into Sandover Village. There are Scout Flies in the first two houses; you should also chat to the Mayor. Talk to your Uncle in the next house. Now cross the left bridge and yap to the Sculptor.



Drop down by the side of the Sculptor's house for a Scout Fly, and then get another under the bridge. Now cross the right bridge and talk to the bird lady. Drop down onto the beach and chat to the old man. Heard the Yakows into their pen and talk to the man for another Power Cell.

Enter his house to collect a Scout Fly then climb to the top of the nearby rock stack for another Fly. Jump to the next stack. To reach the next one do a double jump followed by a spin attack. Jump to the final Fly box and smash it open to get hold of another cell.

Cross the small bridge and talk to the Oracle statue. Later in the game when you have 240 orbs bring them here to get two cells. For the remaining two cells on this level you will need to collect 180 orbs and present 90 to the mayor and 90 to your uncle.

POWER CELLS: These are the most important items in your quest. There are a different number on each level. Pause the game and examine the screen to see how many you have on each level. To find every Power Cell just read through this guide.

SCOUT FLIES: There are seven of these on each level. You can find them in red boxes with metallic rims. Jump above and slam into them to reveal the Scout Fly. If you find all seven in a level you will be rewarded with a Power Cell.

PRECURSOR ORBS

These look like shiny Easter eggs. There are too many to list but the vast majority of them are directly in your way. Sometimes they will be inside metal boxes, which will need either a cannon or Yellow Eco to break open.

SENTINAL BEACH

You can reach Sentinel Beach by going past the Sculptor's house and then going under the rocks to the beach. Proceed along the beach, the first Scout Fly box is hidden amongst some normal boxes on the way. The Pelican ahead will then swallow a Power Cell

There is another Power Cell lying on the beach to the right. To claim the Power Cell swallowed by the Pelican swim to its nest, climb up and thump it. Now rush over to get the cell before the bird swallows it again. If you fail to do so return to the bird and whack it again.

Back track and use the wind mill wheel to reach the first upper area where you will find the second Fly on a platform. Via the beach go to the second raised area and climb to the highest ledge. Run to the end and knock the Flut Flut egg off (getting a Fly on the way).

Drop down and talk to the bird lady. You will get a Power Cell as your reward. Return to the strange balloon things. These are the Eco Harvesters. Break the rocks underneath all of them in return for a Power Cell. On the high ledge behind the harvesters is fourth Scout Fly box.

Drop down onto the beach near the Harvesters for the fifth Scout Fly box.
The sixth Fly is on top of the first stone temple. The last fly is on a rock stack near the harvesters. Get it after you've switched on the Blue Eco vents in the Forbidden Jungle level and use the jump pad.

Scare the birds off the first temple and chase them to the second. Find the cell on the top of this temple. Run to the third temple and get the cell they release. After switching on the Blue Eco vents in the Forbidden Jungle area return here and use the pads to reach the last cell.

FORBIDDEN JUNGLE

The Forbidden Jungle can be found past the Yakows in the village. After crossing the first bridge follow the right set of platforms for the first fly. Cross the stream and head round the bronze building to get another fly after the machine. Get on the machine using the pistons.

Stand in the beam then go down and through the door of the temple for a cell. Get back on the machine and break the mirror. Drop down and line up the beam. Follow the poles and line up the beam until it reaches the Mayors house. Collect your reward of a cell.

Near the fourth beam pole is a set of platforms. A fly can be found on the last one. Talk to the Fisherman and pass the fish catching game to receive a cell and the use of his boat. Follow the stream to get a fly on the first bank. Continue along the stream for another fly.

Follow the stream to the sea for a cell. Backtrack along the stream and use the trampolines to get to the top. Cross the bridge and use the Blue Eco to touch the lightning symbol and cross the bridge that appears. Enter the temple and use the trampoline to the right to collect a fly.

Go back down and use Blue Eco to activate the platforms. Go up to collect the final fly and receive another cell. Keep going up until you reach the very top where you will find another cell. Stand on the switch to enter the temple.

Jump up to the ledge and follow the route. Collect the cell in the blue room, this will turn on all the Blue Eco vents. Go through the door and back to the room you started in. Go through the final door and head round to confront a giant plant monster.

DARK ECO PLANT

Stay away from the circular area in front of the plant and wait for the small green monster it unleashes to lose its spikes. Once they are gone punch once to kill it. The Dark Eco Plant will exposes the underside of its head. Use its leaves and jump attack this soft spot.

Two more little green monsters will emerge. Deal with these in the same way as the first then repeat your assault on the plants ugly head. It will respond with three green critters. Kill these and attack the plants head for the final time. You will get a cell.

MISTY ISLAND

Use the Fisherman's boat in Sandover to reach Misty Island. Jump up the ledges and chase the Sculptor's muse. Whilst running use the punch attack to speed up. Pick up a fly on the way. Take the Muse all the way back to the Sculptor in Sandover Village in exchange for a Power Cell.

From where you first saw the Muse head up to a ledge with a single standing bone sticking into the air. Knock it down with a few punches to make a bridge. Now use the three Blue Eco's to activate a platform on a high ledge near the boat to reach a Power Cell on a rock stack.

If you can not find this Power Cell sit on the boat and look up and right to get an idea of where to go. Cross the bone again and jump to the left. Get a fly in the alcove. At the end get another fly and drop down to the temple. Use the Eco to get in then fight all the lurkers that attack.

Kill them all and some steps will appear, go up and get the Power Cell on the wooden bridge. Leave the Temple via the far door. Run along and use the see saw to get up on the left for a fly. Go down and carry along past another bone and over a bridge for a fly.

You will be on a ship. Get to the top for another cell. After you have given Keira enough cells in the Fire Canyon you can use the Zoomer to kill the balloon lurkers and get another cell inside the ship. Use the walkways in the water to collect a further cell and fly.

Get back on top of the ship and run up the wooden ramps with the wood rolling down. On the way collect a fly on a side platform and when you reach the top kill the two purple lurkers around the cannon to receive the final Power Cell of this level.

FIRE CANYON

Go up after the Farmer's house and talk to Kiera. Ride the Zoomer across the fire. It's a straight course. Just make sure you make good use of all the Blue Eco and the balloons filled with water and this should not present too many problems.

All seven Scout Fly boxes are located on the way. Just drive straight through them. Should you miss one you can easily return later to retrieve it. You will get one Power Cell for collecting these and the final Power Cell for just getting to the end of the course.

ROCK VILLAGE

After Fire Canyon go straight ahead and press the switch in the first hut. Talk to Samos and Kiera. Get a fly from the around the back of the house then use the nearby platforms to get down to the beach where there is another fly. Behind the Researcher is another fly.

As you enter the village exchange 240 orbs with the oracle for two cells. Run ahead and talk to the Researcher. When you have 90 orbs exchange them for a cell. Get the fly from behind the boulder to the right. Cross the wooden bridge and talk to both characters you meet.

When you have enough orbs return here and exchange them for a cell from both characters. You can find two flies in this area, one on either side of the hut where the Gambler and Warrior sit. After paying the Warrior another fly can be found behind the machine across the water.

You need vast amounts of orbs to get all the cells on this level so explore other areas until you have enough. You will also need 45 cells to power the machine so return to finish this level later. Once you have them go to the machine and talk to Kiera.

ECO

BLUE ECO: This is the most common Eco type. It will not only increase your speed and allow you to jump further but it will also turn you into an object magnet. So if you see an orb just out of reach get some Blue Eco and if near enough the object will come to you.

RED ECO: This will increase your hand to hand fighting power. On Misty Island it will allow you to knock bones over with a single strike. It also kills the skeleton lurkers with one punch instead of two. However it will also reduce your running speed.

YELLOW ECO: Instead of just punching Jak will now unleash a ball of Eco power from his fist. It automatically targets but can also be fired from the first person view. Use it to destroy just about anything, especially rat's nests and metal boxes containing orbs.

LOST PRECURSOR CITY

The city is across the bay from the Warriors hut. Use the floating platforms to get across and stand on the button to go down. The first fly is on a low platform in the first chamber. A second fly can be fond on a ledge in the second chamber. Move into the big third chamber.

Move round to the right and collect the fly guarded by the flying blue lurker. Use the moving platforms by the entrance to get another fly on the left wall. Go round and smack the first switch. Now dash up the moving platforms to reach the cell before time runs out.

Use the moving platforms from the entrance to retrieve the two flies encased next to the where the cell was. Drop down to the side and enter the next chamber. Get the cell in the middle. Go through to the next chamber, and go left, press the switch and get the cell.

Slide down the right tunnel. Use Blue Eco to get all the blue orbs lit at once then press the switch inside the central room. Get the cell from on top then press the switch again to go back down. Go through to the next chamber and use the steam to reach the final fly.

Jump down and slide to the next room. Get the cell in the middle then use the Blue Eco to escape from the Dark Eco. You will arrive in an earlier room. Back track across the water to a room with spinning lurkers and cross the water with three whirlpools.

To open the far door jump on each platform only once so that it is lit up. Go through the door and collect the last cell. Return to the room where you raised the chamber to surface and get back up top. You should have enough cells to activate the machine in Rock Village.

BOGGY SWAMP

The first Scout Fly is directly in your path at the start of the level. The second can be obtained after you get the Blue Eco. Use the jump pad next to it and leap over for the fly. After the thrusting spikes enter the tunnel on the left and kill the rat hole. Use Blue Eco to reach a third fly.

After killing two rats nests use the Yellow Eco to shoot the rock. You will get a cell for your efforts. There is another rock at the start of the level. Use the pole to swing up and then do a long jump to a ledge. Blast through the rats and shoot the rock on the other side for a cell.

Continue on this route for another fly. After the thrusting spikes talk to Farthy and shoot all the rats in exchange for another cell. Go round the corner and take a ride on the Flut Flut. This will allow you to gather the items on the wooden platforms including two flies and a cell.

After the Flut Flut use the Blue Eco to do a massive jump and shoot the rock to get a cell. Jump over the gate once you leap back and run round to get some Yellow Eco. Use this to blast the rock off the jump pad then get the Blue Eco to catapult over into an ambush.

Survive the ambush and gain a cell as a reward. Jump back and follow the path. Use the Yellow Eco to blast the final rock to the left and get a cell. Follow the path to the right and pick up the final fly to get the last of the cells on this level.

PRECURSOR BASIN

Get on the Zoomer and drive up the metal slope. Your first task is to chase the small red moles into the earth hole in the middle. Stick close behind each one and guide it in the direction of the hole. They will only jump in if you are a certain distance. Return to the Researcher for the Cell.

Near the mole hole is a Scout Fly box. Chase after the large blue lurkers and ram them with the Zoomer. Each of the four lurkers has a set route so learn this and take short cuts to ram them. The last one will spit out a Power Cell.

Return to the start of the level and go straight-ahead then turn right through the chequered banner. This starts a clock. Get to the end of the obstacle course before the time runs out. You may need to practice this a few times. Once you have mastered the course return to the Gambler for a cell.

From the start zoom up the slope to the right and collect the Scout Fly box on the ledge. Cross the bridge and collect another one from in front of the purple circle. This is a Purple Precursor Ring. Drive through and another will appear a short distance in front.

Quickly pass through it and another will appear. Follow the path of rings. You have a few seconds in between rings to reach the next other wise you must start again. Once you pass all the rings you get a Power Cell. Near the Green Eco vent is a Scout Fly box hidden beneath a double bridge.

Another Scout Fly is directly above so use the nearby ramp to get up. Follow the raised route along and turn left. Collect the Scout Fly and jump through the Blue Precursor Ring. This is similar to the purple ones only much harder. Again learn the route and practice.

The ring over the lake can only be reach by Zoomer into the rocks before and pressing jump. Once you've finished the course you get a Power cell. Return to the Green Eco vent and fill your gauge. Drive over the purple plants. Once all are dead another plant gives you a Power cell.

To kill the plants just hover over them. You will need to make trips back and forth to the Green Eco Vent and re-fill your gauge. Return to where the first blue ring was and turn right. Follow the slope and jump to a platform followed by two more.

Once you've done the three jumps collect a Scout Fly and then speed along the line of orbs and jump to reach the Power Cell in midair. If you haven't already done so then go to Rock Village and use your Power Cells to work the machine. Follow the platforms up to Mountain Pass.

MOUNTAIN PASS

Jump down and avoid his rock. Grab the Blue Eco when it appears and dash across the bridge. Get Yellow Eco and shoot the monster in the belly. When it lobs a big rock run back to the three platforms. Repeat this process three times to win and get a Power Cell. You need to get to the detonator before the flying blue lurkers. The best way to do this is to ignore all the items scattered around and just go for broke. You get a cell for beating Klaw. You can get a second cell when you get off the Zoomer.

Having done it once you should now take the course backwards. All seven fly boxes are located out in the open, get them all for another cell. The last cell can be obtained after you switch on the Yellow Eco Vents in Snowy Mountain. Blast the rocks to the left and follow new route for the final cell.

VOLCANIC CRATER

From the end of Mountain Pass run forwards and enter the hut. Press the switch. Back track across the bridge and drop down the side for a Scout Fly box. Now cross the bridge on the other side of the hut, turn left and run to the end. Drop down at the end and jump for another Scout Fly box.

Keep going to reach an Oracle where you can exchange orbs for Power Cells. Return to the bridge and pass the Gondola. Jump the stone platforms for Scout Fly. Jump on a mine cart and follow it around to retrieve a Scout Fly box. Use the carts to reach the third set of tracks.

Immediately jump off to collect a Scout Fly box on the central platform then get back on a cart and go round to collect another Scout Fly. Above is a metal box with the last cell. Shoot with Yellow Eco from the Spider Cave after activating the Yellow Eco vents in Snowy Mountain.

Return to the end of the second bridge near the hut and go straight down the tunnel. Look to the left for the final Scout Fly before talking to the miners. They have four Power Cells, which they will exchange for 90 orbs each. When you have enough orbs return here to make the exchange.

SNOWY MOUNTAIN

To get to Snowy Mountain ride the Gondola in Volcanic Crater. At the top run off the first ledge and drop down to get a Scout Fly. Go back up and leap at the Precursor Blocker. Whilst in midair jump to get through, land on it to switch it off. Double jump and spin to cross the gap.

On the other side head up the ramp where the snowballs are coming from and deactivate two more blockers. At the top use the Red Eco to kill the Lurker Glacial Troop. Come back down the slope and go round the corner to the left. Follow the path and cross the icy bridge.

Collect a Scout Fly from the area under the bridge. Get some Red Eco from the nearby vent and follow the ledge to kill a Lurker Glacier Troop. Return to the bridge and cross over. Go right towards the trees and get a Scout Fly. Behind the trees is a cave.

Go in and jump from platform to platform avoiding the obstacles until you reach the top. Collect the Power Cell to switch on the Yellow Eco vents. Leave the cave and deactivate the blocker to the left. Use the platforms nearby to make your way around the side of the cliff.

When you reach the top you will find a Scout Fly box. At the very top is the last Glacier Troop. Run round the corner to get the Red Eco needed to kill it and collect the cell that appears. Switch off the four blockers on the iced over pond and jump over the lumps to enter the cave.

Get the Scout Fly box then use the Yellow Eco vent to shoot out the Power Cell in the wall. Return to the Red Eco and cross the bridge. Get on the Flut Flut and have it stand on the switch. Jump across the platforms before the timer runs out. Repeat for two more switches.

Get the Power Cell, this opens the Lurker Fort Gate. Ride the lift back to the top. Go left and switch off the two blockers on the frozen stream. Cross the bridge onto the icy platform where there are two more blockers. Cross the next bridge and switch off the final blocker to receive a cell.

In the corner of this cave is a floating platform. Cross over and pick up the Red Eco. Use the Red Eco to smash all the lurkers and Dark Eco boxes (the exploding boxes are harmless if you punch them whilst red). Clear the entire cavern and collect the Power Cell at the top.

Follow the cave out and return to the fort entrance. Run in and climb the central structure. When the ramp is at its highest jump up and grab the ledge. At the top is a Scout Fly. Follow the ramp below round the side of the fort. Jump and swing to the centre and press the switch.

Jump and grab the ramp above jump to the one on the other side and then jump up and grab the ledge to reach the last Scout Fly. Drop down, follow the side of the fortress to collect the final Power Cell of this level. Return to the Volcanic Crater and ride the last mine cart to reach the Spider Cave.

SPIDER CAVE

Run forwards, jump the Dark Eco and use the spider web to bounce up. Get to the top and make your way to the Yellow Eco vent above the entrance collecting a Scout Fly on the way. Stand on the Yellow Eco vent and use your goggles to shoot all the Gnawers you can see.

Move to the next Yellow Eco vent across the cave.

Repeat the process of killing all visible Gnawers then go round to the next vent using the springy spider web platforms. Pick up a Scout Fly on the way. Use the third Yellow Eco vent to finish off the Gnawers and collect the cell that appears.

Return to the start and make your way up to the first vent. Continue up and use the floating platforms to reach the Power Cell on a wooden platform in the middle of the cavern. Stay on the platforms to reach a Dark Eco Crystal on another wooden platform.

Touch the crystal and then run away before it blows. Drop down to the third Yellow Eco vent and the small cavern nearby. Navigate the platforms to reach a Scout Fly on the right and a Dark Eco Crystal in front. Once you get both enter the tunnel between them.

To light the cavern bash the crystals. The light will only last a short time so make your way swiftly through the cavern bashing each crystal in turn. Near the fourth crystal is a pool of water. Dive in and swim to the bottom to touch the third Dark Eco Crystal.

Continue through the dark cavern using the crystals as light. After the fourth is a Scout Fly. Follow the crystals to the end and collect the Power cell before catching the lift back to the start. At the Dark Eco pool jump to the platform where the Scout Fly box was earlier.

To get across the small Dark Eco pool use a rolling jump by pressing **L1** towards the edge followed by the jump button. On the other side swim to the bottom of the water pool and touch the Dark Crystal. Return to the main cavern.

From the start go left and use the two web jumps. Go down the tunnel and jump up to the right. Get to the top and follow the ramp for a Scout Fly. Go back down and follow the tunnel. Cross the Dark Eco pool and touch the last Dark Eco Crystal to get a Power Cell.

Cross the springy platforms and follow the walkway past the driller to the robot cavern. Drop down and take the lower route across the springy web platforms. Get the Yellow Eco and blast through the spiders to reach a Power cell. Use the Blue Eco pad to escape.

Return to the cavern with the giant robot and walk up the ramp. Follow the ramps to the right until you reach a Scout Fly. Back track and use a lift in the corner to go up. Run round to the lift at the far end and go up. Use the rotating platform to get closer to the robot and get the last fly at the end.

Re-cross the rotating platforms and run over the collapsing platforms then jump on the bar. Swing round and jump across. Follow a series of difficult jumps and swings until you reach the very top of the robot where a Power Cell waits.

Return to about half way up the robot platforms and jump on a large rock pillar with four chests. Break these open to reveal Blue Eco. Jump down the side and over the cliff to land on a Blue Eco jump pad. This will propel you over to a series of swinging poles.

You need to carefully swing round collecting enough Blue Eco to power the lift at the end. This will take you up to the final Power Cell on this level. Return to the Volcanic Crater and use the first mine cart to reach the Lava tube.

LAVA TUBE

This is a harder version of Fire Canyon. All you need to do for the Power Cells is reach the other side and collect all the Scout Flies. To get all the flies just keep redoing the level taking different routes each time. At the end press the portal switch

GOL AND MAIA'S CITADEL

The first Scout Fly is too the right after you go through the door. Jump over to the spinning platform then leap to the right. Follow the walkway and bounce attack the switch. Cross the coloured tiles that appear and follow the walkway.

Jump on the next spinning platform and get off to the left for a second Scout Fly. Get back on the spinning platform and jump over to the smaller spinning platform. Make your way up a few more of these and get another Scout Fly from the top.

Jump on the switch and make your way across the tiles then go through the door. Obtain the Yellow Eco and proceed down the corridor. A never-ending stream of lurkers will attack. Fight through past the Red Eco and smash the three generators to open the door.

Go through this door and jump down to the spinning platforms. Follow these platforms round until you reach the Red Sage. Bash the nearby generator to release him and get a Power Cell. Return to the start and this time jump off the first platform to the left.

Follow the walkway and get over to the circular walkway around the base of the robot. Go round and hit the switch to get a coloured tile path over to a door. Inside use the two platforms to reach the rotating cube. From the cube jump onto the next platform.

Ride over to the rotating cube with fire on jump on it. Jump off the over side then leap to the large round platform with a hole in the middle. Jump onto the right platform and then to the Blue Eco. This will power up some steps. Quickly jump them.

At the top is a Scout Fly box. In front are more moving platforms. Jump onto the first. When it moves under the firs either take a hit or jump over. Stay on this platform until it reaches the next fire point then jump off and go through the door.

Smash the generator to free the Blue Sage and get a Power Cell. Take the lift down to the start. From the first spinning platform go left then left again onto the next spinning platform. Jump along two more of these and go through the door at the top.

Run through the corridor and fill up on Blue Eco on the other side. Get a Fly Box to the left. Jump off the Blue Eco launcher and guide yourself onto the next. Repeat this process of going from launcher to launcher until you reach the other side.

Go through the door and smash the generator to free the Yellow Sage and earn a Power Cell. After releasing the Sage cross the spinning platforms to the right and get the Scout Fly from the walkway at the end. Make your back down to the walkway surrounding the robot.

Once the first three Sages are freed a set of steps will appear leading up from the central walkway. Climb up and then jump up through the spinning platforms above. Jump onto the first moving platform and stay on it until it reaches the next.

Keep jumping up these platforms until you reach a circular walkway at the top where you will find the last Scout Fly. Run around the walkway and smash the generator at the end. This frees the Green Sage and gets you a Power Cell.

GOL AND MAIA'S PRECURSOR ROBOT

After freeing all four Sages enter the door and jump on the switch. Get the Blue Eco and ride the lift to the silo. Collect the Yellow Eco and use it to shoot the robots eyes. Keep shooting until the robot backs off. The robot will now launch a drone.

Use the Blue Eco and jump on the pad to avoid the explosion. When you get back down black lurkers will appear, use Yellow Eco to destroy them then get on the jump pad again to avoid another drone explosion. When you land pick up some Yellow Eco and shoot the robot.

Avoid the shock waves whilst shooting. Avoid another drone. Keep shooting the robot as it fires yellow balls of flame which are easily avoided. Once you've shot off it's cannon watch the scene then grab the White Eco to end the game.

After killing the Precursor Robot watch the credits to the end. If you have less than 100 Power Cells Keira will tell you to get more Power Cells and game play returns. If you have 100-101 then the door opens and the game ends on a cliffhanger.

MEDAL OF HONOR: FRONTLINE

D-DAY

YOUR FINEST HOUR

Run onto the shore then find the captain behind a boat to the left. Run into the nearest blast hole and start shooting at the closest bunker. You need to scan the beach for waving soldiers run over to them and provide covering fire by shooting at the bunkers.

After rescuing four move up to the top left. Your men will instruct you to rescue an engineer who can be found on the top far right. Crawl over to the engineer and pick up the nearby Thompson machine gun. Start firing at the nearest bunker until he gets moving.

Follow the engineer and continue to provide suppressing fire towards the nearest bunker. Get him half way across then take cover as he blows a hole in the defences. Rush through the gap in the fence and up to the left bunker. Talk to the captain then run to the front of the furthest right bunker.

Kill the Germans in the trench and man the machine gun up the ladder. Shoot the Germans who attack from below then target and destroy the two smaller machine gun nests between the main bunkers. Finish off any remaining Germans and meet the captain in the trench below.

INTO THE BREACH

Look through the door and shoot one of the barrels in the first room. Run inside and clear the lower rooms. Man the machine gun that was firing at you earlier and shoot the incoming Germans as they charge through the door. When they are all dead run upstairs.

At the top of the stairs shoot the radio in the room to the right. Clear the next room re-check the stairs and climb up the ladder. When you reach the cave pick up the smoke grenades on the floor. Clear the next few rooms and climb up the long ladder at the end.

When you reach the gun deck shoot all the guards then use the rifle to shoot the bunker across the beach. Set a smoke grenade in the marked area then quickly run out the back of the bunker and meet the captain before the American cruisers kill you in a frenzy of friendly fire.

A STORM IN THE PORT

SEASIDE STOWAWAY

First collect the white package behind the crates then head through the gap. After the jeep gets shot up take out the closest nest and man the gun on the jeep. Head straight up the main street and into the alley on the left. Duck through the gap in the wall.

Ignore the fight around you and charge straight over the bridge along the road and up the ladder of the tall building at the end of the street. Use the machine gun up here to eliminate all the Germans below. Continue though the streets until you reach an opening blocked with wooden planks.

Duck through the gap to the left and eliminate all the Germans in the town square. When you see the broken tank quickly start crawling through the nearby rubble and shoot the German interrogator before he wipes out your comrade.

After clearing the next area lob a grenade at some barrels in a niche to the left. Go through the gap and head left to get behind the machine gun nest and kill its occupants. Jump over the crates by the truck to finish the mission.

MEDALS

Getting a gold medal award on most of the missions is simple. All you need to do is kill almost every enemy and finish the level with your health bar still mostly green. You should be able to achieve gold on most levels within a few attempts.

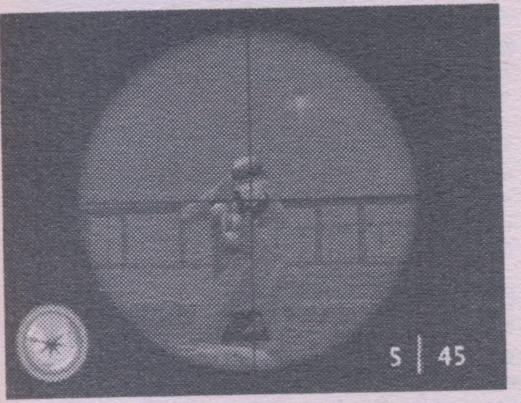
If you reach the end of a level and your health is low then backtrack through the level and pick up all the bits you missed. While you are doing this you can make sure that you have killed every single enemy on the level to ensure that you get the Gold Medal

Most levels in this game are full of health. Keep your eyes open for small side areas or blast every single crate you see. Chances are that you will uncover hordes of health very handy for getting a gold medal. Crates also contain ammo so be sure to shoot them all.

SPECIAL CARGO

Open the crate and shoot the sailors then pick up the MP-40. Crawl around the back of the crate and round the side to pick up a hidden ammo stash. Leave this room and shoot the sailor in the toilet to the right. Open the other steel door for some extra ammo.

Continue through the next compartment. When you reach the knife throwing chef use the MP-40 to hose him down. Turn the valve to switch off the steam then head left to release two more valves. Clear the following room and place the charges on the tank at the end.



The detonation will sabotage the engines. Crawl through the gap the explosion made. Climb the shoot out the grate and place charges on the torpedo. Keep going and shoot the radio. Set explosives at the end of the next torpedo room.

Turn around and blast the officer who tries to ambush you from behind. Enter his little hide out and retrieve the Enigma CodeBook from the cabinet. Return to the room before the radio and use the ladder to escape the U-boat and finish the mission.

EYE OF THE STORM

Shoot the men round the corner then use the crates for cover and shoot the guard in the tower. Move round the dock and climb the steel steps. Collect the Sniper Rifle and explosives from the far side and use it to kill enemy snipers. Return to the sub pen and watch the explosions.

Go down and through the gap in the crates. Use the Sniper Rifle to slowly work your way around the docks. After running up some steps head back and round the top to collect some goodies. When you reach the second sub pen carefully snipe the patrolling guards.

Man the gun nest to the right and kill some Germans. The climb the ladder on the other side of the freight carriages. Run to the end of the roof and drop down the hole. Inside the warehouse you will meet stiff resistance so use the pillars as cover and pop out to shoot.

Get to the bottom, kill some more Germans and turn off the alarm switch by the door. Go through the side door and fight your way along the alley. Go right at the end and place demolition charges on the front of the three yellow trucks and stand back until they explode.

Go through the door that opens. Enter the office at the end of the corridor and collect the Deployment Roster from the table. Go back out and plant a charge on the side of a fourth truck that has appeared. This will create a way onto the roof. Cross the roof and drop down.

A CHANCE MEETING

This level will require you to snipe a lot of enemies so aim carefully otherwise you may run out of ammo. Shoot your way along the train and pull the lever. Get up on the train and use the mounted machine gun to spray a wall of bullets at the rushing guards.

Clear the rest of the area using your sniper rifle then proceed round to the left. Move through the buildings and plant explosives on the three Engines in the first large room. Continue along and look to the left for the Blueprints on a wooden desk.

Go through the corridor and kill the many guards in the next area. Head up the steps and shoot out the grate to the left. Crawl through the vent, run round the catwalk and pull the lever in the room over looking the sub pen. Backtrack and go through the newly opened door.

Work your way round the left side of the sub and go up. In the next sub pen get behind the subs main gun and start blowing the shit out of everything including the big barrel things outside. Then set explosives on the other side of the sub and leave through the gate to clear the level.

NEEDLE IN A HAYSTACK

ROUGH LANDING

One of the objectives tells you protect Corporal Barnes as he destroys tanks. Do not worry about this, as he is all but invincible. When you reach the first house shoot the officer through the window then rush down the path ahead. Use the Sniper Rifle to clear the path.

When you reach the tank keep moving to avoid being hit by a shell. Kill all the guards then stand back while Barnes blows it to pieces. Cross the bridge to meet up with a lost squadie. The next village is crawling with Germans so proceed slowly.

Use the Sniper Rifle to pick off as many Germans as possible before charging in with the Thompson. After Barnes destroys the tank behind the buildings to the right cross the next bridge. In the next village ignore the tank on the left bridge and cross the right bridge.

Pick up the Kerosene by the fire. Work you're way round to the back of the tank and let Barnes take care of it. In the next large area there is a tank concealed in a building to the left. Stand at the edge and snipe the guards around the tank so that Barnes will run in and destroy.

In the area by the river use the wheel mounted rocket launcher to kill the tank on the other side of the water. Try not to get caught in the crossfire as you do this. Go through the lane and charge down the right side to take out a mortar firing German then do the same for the one on the left.

Kill any remaining guards and let Barnes deal with the last tank. When you reach the City Gates use the Kerosene to set light to the haystack then wait by the side of the double doors. When Germans start pouring out kill them all then enter the doors to finish the level.

KILLING

The weapons in this game are based on real 50-year-old WW2 models, which means they work differently then what you may be used to in a FPS. Start playing and you will soon realise how difficult some of them would have been to effectively use and the game mimics this.

The hand held machine guns will violently recoil after a few shots meaning that if you hold down the trigger you will spray bullets everywhere but probably not hit anything. To counter this you should fire them in short sharp bursts to avoid wasting ammo.

Most of the games weapons are also limited in range so do not expect to be able to kill far away guards with a short range weapon such as a Thompson or Silenced Pistol. The easiest way to kill quickly is to get in close but try to avoid getting butted as this causes more damage then a bullet.

Enemy snipers in some of the darker levels are often partially concealed and very hard to spot even if you know where they are. When you do not know where they are you will have to look out for the shot and trace it back to where it came from.

THE GOLDEN LION

You can forget about sneaking around so go round the corner waste the guards and man their machine gun. Kill the alerted patrolmen then head to the right. Shoot the two guards through the stone doorway to the right then move around to the river.

Equip the Sniper Rifle and shoot all the guards on the other side of the river. Cross the bridge and turn left. Go through the small alley. Shoot more Germans then open the green double doors on the left at the end. Open the metal box on the table and collect the Tools.

The green vehicles have supplies under their bonnets. To sabotage them open their boots and press the action button. Sabotage the black car by lifting the bonnet and pressing action. Sabotage the truck by ducking in front and of it and pressing action.

After sabotaging all the vehicles head back along the river and through the back alleys. Go through the light coloured door and talk to the man in the truck who will instruct you to sabotage the vehicles in the yard. Before charging in equip the snipe rifle. Scan the whole area using the scope and kill any guards you see. When the alarm goes off move around the side of the square and check every rooftop and window for enemy snipers. Once the bullets stop firing sabotage all the vehicles in the Town Square.

Jump on the back of the Operatives truck and ride through town. In the next square snipe all the Germans and disable all the vehicles. Get back in the truck. When you reach the park jump out and kill the Germans behind you before going through the door.

Kill all the Germans here then open the gate. Get back in the truck and ride to the next area. Collect a Uniform from the back of the truck, kill all the guards and sabotage the vehicles before getting back in the truck. When you reach the river jump out and start killing.

Keep moving, kill the man firing rockets and finish off the remaining enemies. Cross the bridge and enter the Golden Lion. Wait for the guards by the steps to move then go up. Knock the glasses off the rail into the lower area and watch the fight. Talk to contact and get in truck.

OPERATION RAPUNZEL

Put away the documents and start shooting the guards with the Silenced Pistol. Go round the side and enter the house pick up the Shotgun and clear the lower rooms. Get the Kitchen Key Set from upstairs and use them on the door down stairs.

Fight through to the kitchen (You can eat food on the tables to replenish health) and head into the dinning area. Go up the stairs and shoot the guards by the front door. The house will be crawling with enemies by now. Use the Shotgun at point blank range for quick kills.

Enter the garden and run round the side killing as you go. In the hall run round the upper balcony and collect the Map from behind the lit painting on the far side. Collect the STG-44 from the lower level before heading through the upper door.

In the corridor after the library enter the end room and shoot the clock on the left wall to obtain the documents. Enter the other room off the corridor and go through to the steam room. Shoot the men and press the switch on the wall. Crawl into the secret passage.

Talk to the operative and pick up ammo and health. Run upstairs and enter the bedroom. Kill the guards in the corridor then enter the secret passage in the bedroom by pressing the bookshelf on the right wall. Check the next room along for health.

Follow the passage to the end and charge out with the STG-44. Get the Cell Door keys from this room and enter the locked room on the right where you will find the prisoner. Finish off any remaining guards in the next room then head upstairs. Quickly clear the balcony garden of Germans especially the two snipers high up on the clock face. Escort the prisoner to the far side of the balcony and wait by the railing. Push the railing over then you and the prisoner jump down. Move to the car to finish the level.

SEVERAL BRIDGES TOO FAR

NIJMEGEN BRIDGE

Head on to the bridge and pick up the Gewehr 43 sniper rifle. Use it to kill the guard in the machinegun nest to the left. Get behind the gun and use it on the Germans who run up the steps. Cross the walkway under the bridge. On the way down defuse the charge on the left.

You will hear the bombs ticking when you are near them. The next is in front of you as you cross under the bridge. There is another charge behind you when you reach the other side. The next is on the right before you head up. Fight your way across the bridge.

Watch out for enemy snipers on top of the bridge (look for moving shadows). Use the horizontal girders as cover while you take out each gun nest. There is a ladder on the left side to get to the top if you want to find a useful sniper spot. When you get to the end, man the nest.

Go under the bridge again and defuse four more bombs. Now cross to the end of the bridge and head down the slip road. Run round and enter the bunker. At the top shoot the barrel to blow the gun. Now head to the lower area and get in the truck.

YARD BY YARD

Go through the red house door and use the gun upstairs to blow the red canister in the street below. Go through the back gardens and into the next house. In the up stairs room crawl through the secret door on the left. Use the machinegun in the window to clear the next checkpoint.

Go downstairs and through the garden into the street. Go through the opposite alley. Enter the house and go upstairs where a man in the attic will give you some Grenades. Crawl through the secret hatch and use the machine gun to clear the next checkpoint.

Go back down into the street. Either use the machinegun or Grenades to disable the tank then head into the alley at the end. Enter the next house and use the machinegun upstairs to clear another checkpoint. Go down into the back alleys and quickly run to the left avoiding the tank.

Go round and use the Grenades or machinegun to destroy the tank. Enter the first garden on the right and climb the ladder to reach the next garden. Enter the last house on the right, find and destroy the radio inside. Go to the end of the alley up the stairs, through the building and down.

ARNHEM KNIGHTS

Go down and pick up the B.A.R.. Run up the stairs of the building opposite and kill the Germans in the buildings first before helping out the British in the street below by sniping the Germans harassing them. After winning the fight heads round the wreckage.

Get behind the machine gun and kill the hordes of Germans who pour out onto the street. A Panzer IV will crash the party. Spray it with the machine gun until it blows then mop up the remaining Germans. Head down the street and through the wreckage to the next fight

The best way to ensure survival of your allies in the crater is to blast your way to the upstairs part of the right building. From here you can kill most of the opposition. When you reach the next, head upstairs and rain death on the Germans below.

Make sure you kill the rocket launcher welding Panzerschreck troops and pick up one of their weapons before heading to the next area. Either use the Panzerschreck or, if you are quick enough, get behind the machinegun and use it on the tank.

This area is unfortunately crawling with Germans. There are snipers on the rooftops, there are reinforcements pouring out of surrounding doorways. If you stay by the machinegun you will get sniped to death. If you move away from the machine gun a German will shoot you with it.

The best way to clear the area is to first take out the tank then back track to the alley connecting this part to the area where you fried the Panzerschreck troopers. From the alley peer round the corner and snipe any Germans that dare show their faces in public.

When the area seems clear run to the middle. This will provoke more Germans into the open so return to the alley, take cover and start killing. Keep doing this until they are all dead. Afterwards head up the stairs to the left and go through the door at the top to finish the level.

ROLLING THUNDER

ON TRACK

Get the Uniform and ID Papers from the bedroom next door. Head downstairs and then either show your papers to the officer or kill him. If you choose the sneaky tactic your cover will be blown when the man whose uniform you stole sounds the alert in his underwear.

To enter the station either show the officer your papers or kill all the guards. Enter the station, head up the stairs and through the office and laundry to the control. Kill the officers inside and smash up the two green control panels by the window.

Enter the bar and use the Silenced Pistol to quietly kill the drinking Germans. Once inside the station you will have to cross the tracks and go through a door on the far right side. As you go about this you will come under a hail of bullets so stay low.

Move through the corridor to the next set of platforms where you will have to again fight your way over to the far side. By the time you reach the warehouse the RAF will be bombing the town so go slowly to avoid falling debris such as the wooden crate hung on the ceiling.

You will meet fierce resistance so try lobbing a few grenades into the warehouse area first to soften them up. Carry on down the stairs and clear the room of any surviving Germans. Go outside and jump on the end of the armoured train to finish the level.

RIDING OUT THE STORM

Run forwards. Kill the guards in the first carriage before getting into the gun turret by the door you entered. Aim for the front part of the other armoured train and keep shelling it until it blows up and slows down. Enter the next carriage and butt the sleeping Germans with your Rifle.

When you reach an outside section, look behind you and pick up the Panzerschreck propped against the wall. Kill the three guards on the open carriage then pop out and use the Panzerschreck on the front of the armoured train on the other tracks.

After this run over to the machineguns on the open carriage and use them to quickly finish off the offending armoured train. In the next armoured carriage kill the first few men then get in the second gun turret and aim for the carriage in front to kill most of the men in that carriage.

The next carriage has the radio in so make sure you destroy it. Use the two tanks as cover to avoid the armoured train on the other tracks and enter the next closed carriage where there is a gun turret with which to destroy the first turret on the other armoured train.

Continue through a few more carriage until you get a cut scene with Sturmgeist. Pick up his Briefcase and kill hiss SS guards. You will Sturmgeist on the next carriage but he escapes before you get a chance to kill him. Head towards this carriage to finish the mission.

DERAILED

Find the path on the right and head through to the bunker. Kill the guards then go back down and follow the track. Clear the path of Germans and re-stock on supplies at the abandoned train carriage. Keep going and enter the large double doors to the Train Yard.

This area is crawling with different types of Germans from pistol firing ones, snipers and even Panzershreck troopers. To avoid getting killed by this lot, stay low to the ground and try to keep your back to a wall at all times as you inch your in step by step.

If you keep getting killed then start off by taking down the Germans in the nest to the right. Use this as cover to kill any visible enemies then crawl underneath the steps of the closest building. From under here you should be easily able to get rid of the three men in the control tower.

After clearing away the guards, enter the storeroom to the left of the entrance and get the Demolition Charges. Head inside the control tower and push the middle lever to move the train turn table so that it is lined up with the centre set of tracks.

Finish off any Germans then ride the small train through the locked doors into the next area. Clear the area and search around for health and ammo, as there's plenty to be had. Collect more dynamite from the train in the warehouse to the left by enter through the side door.

After this, run to the end of the track and plant Charges on the wooden door. In the next area there are two large green oil drums to the left that you must plant charges on then. Plant another charge on the building further on to destroy the Depot. Head through the gates.

Get on the engine and ride it to the next set of gates. Head inside and up the steps on the left. Clear the upper bunker then run back down and finish off the rest of the guards. After clearing the area get on the small car on the tracks to finish the level.

THE HORTEN'S NEST

CLIPPING THEIR WINGS

Enter the office below, shoot the guard and pull the lever to open the bay doors. Enter the offices where you will find the Weapons Stash. Pick up the weapons then enter the dormitory. There are four Germans slumbering on their bunks in here.

No need to waste any precious ammo on them (you will start running out soon so use what you get carefully). Simply run over and butt them with your gun before they get a chance to wake up. In the furthest chest is the Spy Camera. Check the other chests for health and ammo.

Go through the door at the end and collect the ammo in the Ammo Room. Back-track and enter the kitchens where you must deal with a chef and a few grunts. Dash through the corridors behind the kitchen and into the lab area. Press a switch on the console to pass into the wind tunnel.

After the wind tunnel you will enter a section of labs. Take the first right and enter the door on the right. Photograph the Blueprint on the wall then enter the next room and do the same. Back-track to the corridor and photograph the two Blueprints in the left rooms.

Now enter the room on the next corridor. Go through to the second room and photograph the final Blueprint and collect the Plans. Now follow the corridor into the next area. Use the doorway as cover and snipe every single German in the room that you can see.

More will keep appearing from the end doors so jump down below and blast you're way around to confront them from head on. Enter the next room. Go to the back of the raised area and keep pulling the dial at the back until it stays in the red.

After this press the switch to destroy the Test Engine. Head through the wrecked door and snipe the guards in the following corridor. Go right and collect ammo from the storeroom. Enter the fire area. From the top start picking off the guards on the cat walks below.

When you reach the lower catwalks aim your sniper rifle to the area by the fire and pick off as many enemies as you can from a distance. When you run out of bullets charging with the B.A.R. and cross more catwalks into the mine area. Go up to the tracks to clear the level.

ENEMY MINE

First collect the stash of ammo by the tracks and get on the cart (there is a large health pack down by the door if you need it). The next section is on rails. Shoot the barrel to the right to kill the first unlucky Germans. Keep your eyes peeled for barrels in the next area and do likewise.

For each new area you enter point your gun at the first barrel you see and blow it up. It is much easier to kill Germans this way than to try shooting them individually. Along the way there will also be a few soldiers that you must manually aim for. Keep going to clear the level.

UNDER THE RADAR

First eliminate the Nazis in the machinegun nest around the corner. Pick up the ammo scattered around and find the Demolition Charges around the other side of the building. Enter the first Radar Station and blow it up. Scan the area below for guards and barrels and shoot them all.

From here things get really hard. You will want to spend most of the level crawling around in the dirt and moving from cover to cover and trying to figure out where all the shooting is coming from. After blowing the radar climb down the hole you made in the floor.

Run to the other side and use the machinegun to kill the re-enforcements coming from the destroyed radar. When the area seems clear climb the ladder on the far left. When you reach the firing range chuck in a few grenades and shoot the barrel before rushing in.

Crawl down the following path with caution. The next radar station is on the left but it is heavily defended. From the path lob a few grenades in it's direction then inch round with the sniper rifle taking out each man as he appears. Follow the track round to a small building.

Snipe from the window then carry on along the path. Use the ruined buildings as cover and clear out another bunker. Head round and into the radar complex. Climb the ladder and plant charges in the radar. Go through the hole you make but watch out for the guard towers.

Follow the track but stay low, as there are a few towers with machineguns on them. When you reach a large open area snipe all the men above and below then use the radio in the first building then go through the second to clear the level.

STEALING THE SHOW

Immediately go back down the tunnel where you will see the largest stash of health ever. Outside a battle will start between you and the entire German army. Stand by the corner of the tunnel and use the Gewehre 43 to snipe at the hordes of Germans outside.

If you start running low on health in the back room then equip the B.A.R. and charge out. Run around blasting and picking up health. If there are still loads of enemies around then switch to grenades and start lobbing them around. Eventually no more Germans will appear.

Enter the hangar to the right and go through the left door when the ceiling caves in. Go past the plane and turn right back into the hanger where you will meet Sturmgeist and his mates. If you've been saving Bazooka ammo, now is the time to use it.

When Sturmgeist's men start coming round the corner aim the Bazooka at their feet and blow them away. Switch to grenades and lob a few of these into their side of the hanger. When enough guards are dead leap in with the B.A.R. and finish off Sturmgeist's men.

When they are all dead, locate Sturmgeist. Dodge his machinegun fire and aim you own gun at his head and hold down the trigger until he is dead. With this accomplished all that's left to do is walk up to the plane and that's the end of the game.

The following codes must all be inputted in the password option and then activated in the bonus menu.

SILVER BULLET MODE

Enter WHATYOUGET. Allows you to kill enemies with one shot.

PERFECTIONIST

Enter URTHEMAN. One shot will kill you.

MOHTON TORPEDOES

Enter TPDOMOHTON. This gives you bigger better bullets.

INVISIBLE ENEMIES

Enter WHERERU. You will only be able to see the hats and guns of the enemy

MEN WITH HATS

Enter HABRDASHER. Puts things on people's heads.

F-ZERO ADVANCE

GBA

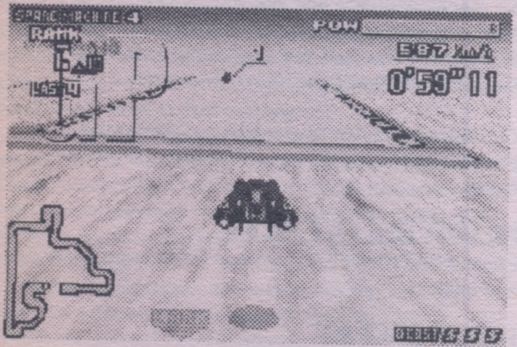
UNLOCK DIRTY JOKER: Win the Pawn, Knight and Bishop series on the Standard difficulty setting for this racer.

UNLOCK FALCON MKII: Do the same on the Expert difficulty setting to unlock this racer.

UNLOCK STINGRAY AND QUEEN SERIES: If you win the Pawn, Knight and Bishop series on Expert, you'll unlock the Queen series and the five extra courses that come with it, as well as the top-notch Stingray racer.

UNLOCK MASTER DIFFICULTY: Once you beat any series on Expert, you'll be offered the chance to do it again on the extra-hard Master setting. However, you'll only get Master setting for the series that you've completed. To get full access to Master setting, you must complete every series on Expert.

UNLOCK SILVER THUNDER: Once you've unlocked Master, you can unlock the Silver Thunder by beating any series on that setting (obviously, since Pawn is the easiest series and Master setting is rock, you're best off trying to complete Pawn to get this racer).



QUAKE III ARENA

DC

You'll need a DC keyboard. Press ~ during a game and the console screen will appear. First, type ';raster 1' to unlock the commands, then type in your choice of the following codes:

CODE	EFFECT
\god	God mode
\noclip	Walk through walls
\notarget	Enemies won't attack
\cl cheats	Switch on start menu cheats

NBA HOOPZ

DC

All the cheats any budding Michael Jordan could possibly want! Go into the versus screen. You'll notice that the icons change when you press X, A or B. To enable the following cheats, press each button the number of times indicated, then press the D-pad in the direction that follows. The name of the cheat will appear on screen to confirm that the code has been entered correctly.

CODE	EFFECT
A, B, B, B, B, Right	Home uniform
A, A, B, B, B, B, Right	Away uniform
A, B, Down	Show shot %
X, A, Down	Show hotspot
X, X, X, B, Up	No hotspots
X, X, A, A, B, B, Right	No fouls
X, X, X, A, B, B, Up	Infinite turbo
X, A, B, Right	ABA ball
X, A, A, B, Left	Granny shots
X, X, X, A, A, Left	Street court
A, A, B, B, B, Left	Beach court
X, X, X, Right	Big heads
X, X, X, A, A, A, Left	Tiny heads
X, X, X, X, X, A, A, A, A, B, B, B, Left	Tiny players

RUMBLE RACING

PS2

Enter any of the following codes to gain access to Championship mode with some of the cars unlocked: KOZIEC1PU, KZOIEC2P1, OORKIEPUC. Alternatively, enter one of these codes for extra cars.

CAR	CODE
Blue Devil	LEAITEPUC
Buck Shot	UBTCKSTOH
Cataclysm	P1PROC1PU
Direwolf	ILQTEC3PU
Escargot	Q2PROC2YT
Gamecus	BSUIGASUM
High Roller	HGIROLREL
Interceptor	CDAAPTNIA
Jolly Roger	ILETEC1MB
Malice	ILCTEC2VB
Redneck Rocket	KCEROCTEK
Revolution	PTOATRTOI
Road Kill	AEPPROPUC
Road Trip	ABOGOBOGA
Sporticus	OPSRTISUC
Stinger	AMHBRAAMH
Thor	THTORHROT
Van Itty	VTYANIYTT
Vortex	1AREXT1AR
XXS-Tomcat	NALDSHHSD

SUPER MARIO ADVANCE

GBA

When you come up to the surface in World 5-3, throw the shell on the ground so that it bounces back and forth. Jump on to the shell and wait until the birds drop bombs. The shell will get rid of the bombs. After a while, you'll start getting 1-Ups. You can do this as many times as you like, although the maximum lives you can have at once is 99.

THE MUMMY RETURNS

GBC

PASSWORD	LEVEL
71P 4KW	1
8K3 71J	2
P3C 664	3
CXS 0N0	4
1N0 F1N	5
7B4 L6S	6
814 8W4	7
TNM N5Q	8
HTS 0ZX	9
1RD 10V	10

BLACK AND WHITE

PC

Want to inject a little humour into the serious business of playing God? Set the date on your system to April 1st, then play a game. You should find that your character's footprints have little smiley faces.

RAYMAN

GBC

Enter any of these button codes whilst the game is paused:

99 LIVES: A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

WORLD MAP: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.

ALL POWERS: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

FULL ENERGY: B, Right, A, Up, B, Left, A, Down, B, Right.

STAR WARS: SUPER BOMBARD RACING

PS2

At the main menu, press: Square, Circle, Triangle, Circle, Square to play as Boba Fett. Undo it by pressing: Square, Circle, Circle, Square.

Press: Circle, Square, Circle, Square to get the AAT Battle Tank, also at the main menu. Press Circle, Square, Triangle, Circle, Square to disable it.

Press L1, R1, L2, R2 at the main menu to get Naboo Kaadu racers. All of the above codes will be accompanied by a short message if they are entered correctly.

Also, if you play as Anakin on the Galaxy Circuit Race and win the Gold Cup, you can unlock more racers.

STAR WARS: ROGUE SQUADRON

N64

Type these in at the code entry screen.

CODE	EFFECT
IGIVEUP	Infinite lives
RADAR	Enhanced radar
ACE	Extra difficulty level
DEADDACK	Unlock missions
KOELSCH	Unlock Cadillac
FARMBOY	Unlock Millennium Falcon
MAESTRO	Unlock soundtrack

Plus, if you activate the FARMBOY code, then enter TIEDUP as your password, you'll unlock the TIE Interceptor.

SIMPSONS WRESLING

PS1

Unlock everything without having to play the game. When PRESS START appears, press Circle, Up, Up, Down, Down, Left, Right, Left, Right. 'BONUS MATCH UP' should appear on-screen. This option means that your choice of characters and arenas will be unrestricted.

BONUS RING: Press Circle, R2, R1, Circle, R2, R1 at the 'Press Start' screen. You should hear a noise and get a message flash on the top of the screen if you do it right.

UNLIMITED HEALTH: Press Circle, R1, R1, R1, Right, Left at the 'Press Start' screen or after pausing gameplay. You should hear a noise and get a message flash on the top of the screen if you do it correctly.

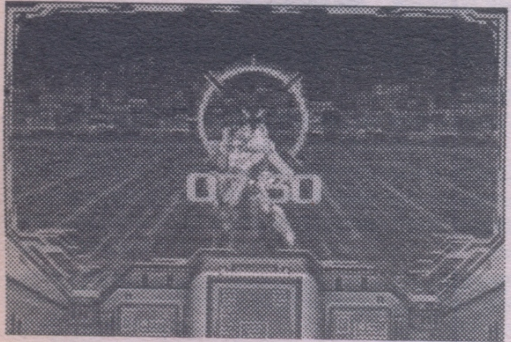
UNLIMITED ENERGY: Press Circle, R1, R1, R1, Down, Up at the 'Press Start' screen or after pausing gameplay. Again, if you enter the code correctly you should hear a noise and a short message will flash on the top of the screen.

MULTI-ROPE ATTACK: Press Circle, R1, R1, R1, Up, Down at the 'Press Start' screen or after pausing gameplay. Once more, you should hear a noise and get a message flash on the top of the screen if you do it right.

ZOE

PS2

FULL HEALTH AND AMMUNITION: Pause the game at any time and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. However, your level will go down by one every time you use this code.



VERSUS MODE: Press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up on the title screen to access Versus mode without having to complete the game.

NHL 2001

PS2

Go to the create-a-player screen. If you want to create a brilliant forward player, enter JAROMIR JAGR or PETER FORSBERG as a name.

For a top defenceman, use the name SANDIS OZOLINSH or CHRIS PRONGER, and for a great goalie, call him ED BELFOUR, PATRICK ROY or DOMINIK HASEK. Just answer 'Yes' and you can adjust his ratings.

SPYRO: YEAR OF THE DRAGON

PS1

CRASH BASH DEMO: Go to the title screen and press Square whilst holding L1 and R1 to activate the demo.

EXTRA LIVES: Enable this one at the start of the game, whilst still in the first land. Pause the game, then press R2, L2, R2, L2, Up, Up, Up, Up and Circle.

HARDER GAME: Pause the game and press Circle, Square, Right, Left, Right, Square, Circle, Square. Repeat to disable this.

EASIER GAME: Pause the game and press Circle, Square, Right, Left, Right, Square, Circle, X. Repeat to disable this.

BLACK SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.

BLUE SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.

GREEN SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle.

PINK SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.

RED SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle.

YELLOW SPYRO: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.

CHANGE SPYRO BACK TO NORMAL COLOUR: Pause the game and press Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Left.

MUPPET MONSTER ADVENTURE

PS1

Enter these button codes at the title screen:

CODE	EFFECT
R2, R2, R2, R2, R1,L1, L1, L1, R1, R2	Level select
L2, R2, R1, L1, R2,L2, R2, R1, L1, R2	Invincibility
Up, Up, Down, Left, Right,Square, Up, Left, Right, Circle	99 lives
Square, R2, Circle, Left, Up,Down, Right, Square, L2, Circle	1000 pick-ups
Circle, R2, Circle, Left, Right,R2, Up, Down, Circle, R2	Get all morphs
Up, Right, R2, Square, Left,R1, Left, Up, Left, L2	Debug info
Square, Left, R2, Up, R1,L2, R1, Up, R2, Up	Fly cam

ALL-STAR BASEBALL 2002

PS2

Go into exhibition mode and press L2 and R2 repeatedly. You should hear a noise. The Dingers and Islanders teams will then be unlocked.

MAT HOFFMAN'S PRO BMX

PS1

There's a bunch of Tony Hawk stuff to unlock in Mat Hoffman. If you score a 200,000 level combo, you can get the warehouse level from Pro Skater, and if you complete the game with all the bikers, you'll unlock the Burnside level. If you play career mode and get all 30 covers, you can even play as Tony Hawk, riding an old girls' bike. Plus, here's a list of cool moves:

Rocket Queen: Down-Right with Square

Flair: Down, Square, then perform a 180

Superman: Up-Left with Circle (perform in air)

Body Varial: Left, Right, Circle (perform whilst in the air with a full special)

Indian Air: Up-Right with Circle (this won't work in the half-pipe)

Single Tailwhip: Down-Left with Circle (perform when launching from a ramp)

Double Tailwhip: Down-Right with Circle (perform when launching from a ramp)

Finally, pause the game and press L1, Up, Square, X, X, Down, Circle, to play as 'Granny'.

SPIDER-MAN

DC

Go to the 'Special' section from the main menu. Then go to 'Cheats' and enter the code of your choice.

CODE	EFFECT
LEANEST	Unlocks all secrets
MME WEB	Level select
WEAKNESS	Full health
ADMNTIUM	Invulnerable Spidey
GLANDS	Unlimited webbing
XILRTRNS	Scarlet Spider costume
KICK ME	Amazing Bagman costume
MRWATSON	Peter Parker costume
CLUBNOIR	Ben Reilly costume
SMLVIII	Quick Change Spidey costume
EGOTRIP	Pulsating head mode
STICKMAN	Stickman mode
UATUSEES	'What If?' contest mode
KIRBYFAN	Unlock all comic covers
FANBOY	Unlock all comic books
CINEMA	Unlock all movies
RGSGLLRY	Unlock all characters in gallery
ROBRTSON	Unlock storyboard viewer

ROAD CHAMPS: BXS STUNT BIKING

GBC

Get yourself right on down to the Password screen sharpish and type in one of these codes to reap the rewards:

EFFECT	CODE
Unlock extra levels and the BMX Superbike	TC4D
Unlock training career and tournament modes	QGF7
Complete training level 1	TH0D
Complete training level 2	THBD
Complete training level 3	SH6K
Complete training level 4	SHJN
Complete training level 5	SHWQ

CONFIDENTIAL MISSION

DC

Successfully complete the game, on any difficulty setting, to unlock Mission Select on the Options screen. This allows you to jump to the start of any of the three missions. Also, complete all the training games in order to unlock the Another World option.

STAR WARS EPISODE I: THE BATTLE FOR NABOO

N64

Go to Options/Passcodes and enter in any of the following codes. You will hear a click as confirmation.

CODE	ENABLES
LFZWKXAA	Infinite lives

JHGNRGAS	All levels
CXSJMIAA	One shot kills
NIZWAGAO	Unlock all Naboo ships
FMRYLDAD	Dark side level
FRBPTDAY	Sith Infiltrator
RQORACAQ	AAT
XFIIYBAY	Swamp speeder

EXTERMINATION

PS2

Complete the game and save when prompted. Now, if you start a new game using that save file, instead of starting with nothing you will come ready equipped with tons of health, ammo, and vaccines.

TROPICO

PC

Bring happiness and riches into everyone's lives.
GET TEN ADDITIONAL HAPPINESS POINTS: While playing, hold Control and type CONTENDO.
INCREASE CASH: Hold Ctrl down and type in PESOS to gain 20,000.

OPERATION WINBACK

PS2

ALL CHARACTERS: Using the all characters cheat will let you play with cool cats like a Ninja. When the 'Press Start' screen appears, quickly tap in Up, Down, Down, Right, Right, Right, Left, Left, Left, Left and then hold Circle and press Start. This will unlock all characters for multiplayer games.
TRAIL MODE: When 'Press Start' flashes, quickly tap in Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold Triangle and press Start. Enter this before the demo starts and you will get Trail mode.
SUDDEN DEATH MODE: Swiftly press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, hold L1 and press Start at the 'Press Start' screen before the demo starts. Sudden Death mode will enable one shot kills.
MAX POWER MODE: At the 'Press Start' screen, quickly press L1, R2, L2, R2, L2, Triangle, Circle, Triangle, Circle hold L1 and press Start before the demo starts to get Max Power mode where you start the game with all weapons and infinite ammo.

SONIC ADVENTURE 2

DC

Complete Tails level Route 101 and Rouge's level Route 280 in the main game to unlock a pretty cool kart racing mini-game.

MEGAMAN XTREME

GBC

HARD MODE: Complete the game to unlock Hard mode.
EXTREME MODE: Complete the game again, only this time do it on Hard mode. Extreme mode consists of eight bosses without the story part of the game.

MEGAMAN X5

PS1

Here are a few handy tips to make life easier for the old-skool platform dude:

X Buster's super nova armour
At the Character Select screen, highlight X Buster and press Up [x2] and Down [x9]. You should hear a sound. Now press Circle.

X Buster's fourth armour
Same as before, only this time tap out Up [x2], Down [x9], Up [x2], Down [x9]. Listen for the confirmation and get going.

Zero's black armour
Highlight Zero at the Character Select screen and press Down [x2], Up [x9]. Listen out for the confirmation noise then hit Circle.

Zero's gold armour
Again highlight Zero and press Up [x3], X [x2], Circle, Up, Down, Circle, Triangle, Up, Left, Triangle. After the noise just press Circle.

WACKY RACES

PS2

Enter the following codes on the Cheat Codes area from the menus, and then activate it on the Code Collection screen to gain the following good stuff:

WHAT YOU GET	PASSWORD
Unlock All Tracks & Challenges	CHIMPGIVEAWAY
Unlock All Vehicles	MONKEYSPOILERS
Unlock Every Gadget	GADGETCLEAROUT
Wacky Races Kids (Super Deformed)	THOSEWACKYKIDS
Unlock Dastardly Difficulty	FASTCARSAGOGO

EADY 2 RUMBLE BOXING: ROUND 2

GBA

MICHAEL JACKSON: Highlight the Arcade option at the main menu and tap in Left, Left, Right, Right, Left, Right then L+R.
RUMBLEMAN: Highlight Championship from the main menu and input Left, Left, Right, Left, Right, Right, Left, Right, Left, followed by L+R.
SHAQ: Highlight Survival from the main menu and press Left, Left, Left, Left, Right, Right, Left, Left, Right and L+R.

CLIVE BARKER'S UNDYING

PC

Press the Tab key for the chat window and then enter one of the following codes for a nifty cheat.

CODE	EFFECT
eh	God mode
satan	unlimited health
addall	all weapons and spells
becomelight	toggle extra light
invisible	enemies ignore you

GHOSTS 'N' GOBLINS

GBC

Enter one of the following passwords to get to the desired level:

QUEST 1:
Level 2: L Heart K Heart Heart Heart B L
Level 3: Q Zero M Heart Heart Heart 1 H
Level 4: P S 5 Heart 7 Heart B 4
Level 5: T J R Heart 7 Heart 2 Heart
Level 6: J J T Heart 7 Heart 7 L
Final Boss: K D C Heart H Heart S H

QUEST 2:
Level 1: G N Heart Heart K 0 0 H
Level 2: G N 1 Heart 5 0 8 J
Level 3: X 4 3 Heart 5 0 M R
Level 4: L S 5 Heart 9 1 1 4
Level 5: D N 7 Heart 9 3 Heart 7
Level 6: X N 9 Heart 9 3 3 3
Final Boss: N 8 C Heart K 4 0 N

MDK2 ARMAGEDDON

PS2

KURT IN BOXER SHORTS: On the main menu, hold L2 and R2, press Square twice, then Triangle and Square again.
SLOW MOTION: Play as Max, then hold R2 and press Up four times.
RUDE NOISES: Play as Doctor Hawkins, then press L2, R2, Left and X.
PANNING CAMERA VIEWS: Pause the game and hold L2 and R2. Press Circle, X, Circle, X.
WEIRD CAMERA VIEWS: Pause the game and hold L2 and R2. Press X, Circle, X, Circle.

RAYMAN ADVANCE

GBA

Having trouble with everyone's favourite Frenchman? Try this for size, then: When you run out of lives press Up, Down, Right, Left at the Continue screen. Then press Start. You will notice that you have not lost any continues. How sweet is that?

SLOW MOTION: Play as Max, then hold R2 and press Up four times.

INDIANA JONES AND THE INFERNAL MACHINE

N64

Get that little bit extra out of this N64 platform classic with these oddities:

PASSWORD	ENABLES
CHEESE	View development team
REALHARD	Expert mode
ANCIENT	Art
MUCKE	Sound Test
ABSPANN	Credits

ONIMUSHA: WARLORDS

PS2

INI-GAME: Complete the game with all 20 Flourites, then save. This will unlock the Onimusha Spirits Speed Trial mini-game. Complete this to play the regular game with unlimited ammunition, 99 Soul Absorbers, a Bishamon Sword, and regenerating magic.

EASY MODE: Start a game and allow yourself to die between ten and 20 times. Eventually a message will appear informing you that an easy mode is now available. Of course this cheat is for wimps, but then we can't all be ace gaming geniuses, can we?

ARMY MEN SARGE'S HEROES 2

PS2

Input these as passwords to make the game a total breeze.

CODE	GIVES YOU
FREEPLAY	Level Select
NODIE	Invincibility
NOSEEUM	Invisible
GIMME	All Weapons
IMHUGE	Big Mode
SHORTY	Small Mode

BLOODY ROAR 3

PS2

UNLOCK KOHRYU: To unlock this bad boy all you need to do is play through arcade mode and defeat him when he appears. Then he is selectable.

UNLOCK URANUS: To get your hands on this, all you need to do is play Arcade mode and defeat Xion. However, this time you may not use continues to do so.

KONAMI KRAZY RACERS

GBA

unlock BEAR: Collect the blue diamond between the two gaps at the end of Cyber Field 2. Complete the race and save.

unlock KING: Race on Sky Bridge 2. Collect a blue bell power-up then find the jump just before the large gap. Jump to the platform on the right to collect a blue diamond. Finish the race and save. King is now selectable.

unlock VIC VIPER: Race on the Moon Road track and collect a blue bell power-up. Use the boost at the first jump to reach a long platform containing a blue diamond. Finish the race and save. Vic will now be unlocked.

TOMB RAIDER

GBC

BONE CRACKING: At the title screen, press A, A, B, A, A, A, A. Ouch - by the sound of it, that's gotta hurt.

BLOW HER UP: Press A, B, B, A, A, B, A, A at the title screen to blow Lara up.

ALONE IN THE DARK 4

PC

Edit the start menu link where it says "...\launch.exe". Put in wizardmaster so it reads ".../launch.exe"wizardmaster. This will open a cheat option in the inventory screen where you can switch on God mode and get extra ammo.

CRAZY TAXI 2

DC

NO ARROWS: Hold start and press A as the character select screen appears. If you have done it right a message will confirm that you have just made the game harder for yourself, fool.

NO DESTINATION MARK: While holding Y press A as character select appears. 'No Destination Mark' will appear to confirm your insanity.

NO ARROWS OR DESTINATION MARKS: For the truly hardcore, hold down Y+Start and press A as the character select screen appears. The word 'Expert' will confirm your decision to torture yourself in this way.

DIFFERENT VIEWS: Plug a joypad into port C and press buttons on it for different views of the action. B gives a first person view, Y gives a different angle, X shows the speedo, while A will return to the default view.

TONY HAWK'S PRO SKATER 2

GBA

MASTER CODE: Pause the game and hold down R then press B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left. The menu will spin and all cheats are unlocked.

LEVEL SELECT AND MONEY: Pause the game and hold down R then press B, A, Left, Down, B, Left, Up, B, Up, Left[2]. The menu spins to confirm you've done it right.

unlock MINDY: Pause the game and hold down R then press A, Left[2], Up, Right, B, A, Start. If the menu screen starts spinning, then Mindy is yours.

unlock SPIDER-MAN: Pause the game and hold down R then press Up[2], Down[2], Left, Right, Left, Right, B, A, Start. The menu will spin if you did it correctly.

RESET TIME: Pause the game and hold down R then press Left, Up, Start, Up, Right. If the menu spins, you're in business.

UNREAL TOURNAMENT

PS2

This game rocks on PS2, but unless you have a keyboard and mouse it can be really tricky. So if you're stuck with the joypad, press Start to pause the game then enter one of the following codes. These work for solo play only, but the bots will be impressed. Virtual friends rule.

Level Skip: Up, Down, Left, Right, Right, Left
Full Ammo: Left, Right, Left, Right, Right, Left
Invincibility: Left, Left, Right, Right, Down, Up
Health: Down, Down, Down, Left, Up, Right

BANJO TOOIE

N64

SWIM FASTER: After learning Bill Drill, return to Banjo's house at the start of the game and Bill Drill the large boulder to discover a fish. Grab the fish and plop it in the moat up the hill and it will teach you swim faster.

TOMB RAIDER CHRONICLES

DC

At the main menu hold down the left and right triggers. Keep tapping Up to skip to the last level. Tap Left to skip to the third chapter or tap Down to go to the second chapter.

SPIDER-MAN 2

GBC

GOD MODE: At the title screen, press Up, Down, Right, A

LEVEL SELECT: Again at the title screen, press B, A, Left, Down, Up, Right

MINI-GAME: At the title screen, press A, B, A, B, Down

FEAR EFFECT 2: RETRO HELIX

PS1

Complete the whole game and then start a new one. When Hana first becomes controllable you should see a control pad on the left wall. Go over and press Triangle and then put in one of these cheat codes.

ALL WEAPONS: All weapons will be yours if you bash in 11692 at the control pad.

UNLIMITED AMMO: Enter 61166 at the control pad for unlimited ammunition.

ATV OFFROAD FURY

PS2

This isn't a cheat, but it is incredibly funny. Choose Stunt mode and start driving in a straight line until you reach the edge of the playing area. When you hit the invisible barrier, the vehicle and driver will suddenly fly through the air for miles. Trust us, it's funny.

COSSACKS: EUROPEAN WARS

PC

If you're having problems in Central Europe, while playing the game press 'Enter' and then type in one of these cheats:

CODE	GIVES YOU
supervizor	Turn off fog of war
money	Resources
izmena	Switch players (use number keys)
multitvar	Press 'P' to get all units

KNOCKOUT KINGS 2001

PS1

During a match your bruiser can perform some very evil illegal moves by pressing the following buttons:

ILLEGAL MOVE NAME	PRESS
Kick	Triangle+Circle+X+Square
Head butt	R1+R2, Triangle
Low punch	R1+R2, X
Kidney punch	R1+R2, Circle
Elbow	R1+R2, Square
Tyson ear bite	L1+R1,Square+X+Triangle+Circle

DAVE MIRRA BMX

GBC

On the password screen, enter R6KZBS7L1CTQMH to unlock all the extra riders, tracks and bonus stuff this game has to offer.

DIABLO 2 ADD-ON

If you're the only player and Baal kills you, use any Waypoint and then immediately return before taking your portal down to the Worldstone Chamber to recover your corpse. All Baal's tentacles will be gone!

PAPER MARIO

N64

When you get the hammer, use it to smack trees and extra items will pop out. For example, give the first tree where you start a good whack and it will give you an unlimited amount of acorns that restore 3 FP. The only thing is, you have to leave the area and return after each acorn is hammered out of the tree. It may be a bit tedious, but it's damn handy.

OUTLIVE

PC

Hit the enter key and type in these Iron Maiden song names for some rockin' good cheats.

SONG NAME	EFFECT
Can I play with madness	God Mode
Be quick or be dead	Fast research & construction
Fear of the dark	View whole map
Fortunes of war	Money

GT3 A-SPEC

PS2

Get Professional modes by selecting Arcade mode and highlighting Hard on the difficulty select screen. Now hold Down, L1 and R1 until Professional appears instead.

GT ADVANCE

GBA

Enter any of the following codes at the 'Press Start' screen.

INDY CAR MODE: Press and hold L and R shoulder buttons and while doing so tap Left on the D-pad followed by B. Do it right and you will hear a confirmation sound.

gO CART MODE: Press and hold L and R shoulder buttons before pressing Right on the D-pad followed by B. Again, you will hear a noise confirming correct entry.

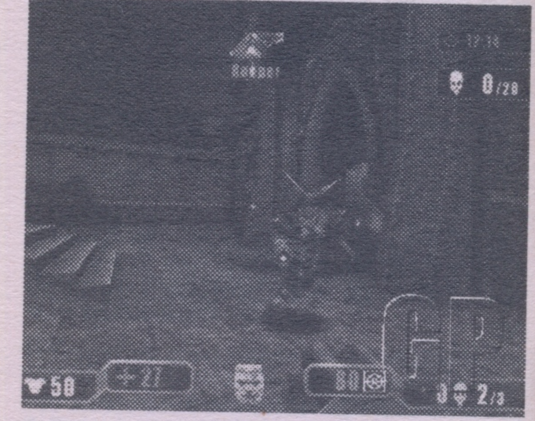
TUNING PARTS: Hold L and R shoulder buttons followed by pressing diagonally Down/Right on the D-pad. Then press B.

QUAKE 3: REVOLUTION

PS2

LEVEL SKIP: On any stage in the game, hold down L1, R1, R2 and Select. While doing so, quickly tap in X, Circle, Square, Triangle, X, Circle, Square, Triangle. Get this one right and you will warp to the next level.

BONUS CHARACTERS AND LEVELS: Complete the game on any difficulty setting. After the credits you will fight two new characters in a new arena, including Horny here. Beat them to unlock them both in multiplayer.



WORLD'S SCARIEST POLICE CHASES

PS1

The law will rule with these cheats:

BONUSES: At the main menu press Left, Right, L1, R1, Circle, Square, R2, L2. Correct entry will be confirmed with a noise.

LEVEL SELECT: At the main menu, press Down, Up, Left, Right, X, Triangle, Circle, Square. Listen for the confirmation noise then start selecting levels.

STARTING LOCATIONS: At the main menu, press Down, Up, L2, L1, X, Triangle, R2, R1. This will give you access to all the starting locations in Patrol mode.

SONIC ADVENTURE 2

DC

Play hard and get all 180 emblems to unlock a very special bonus stage. We won't spoil the surprise, but let's just say long-time Sonic fans will be very pleased indeed.

CRAZY TAXI

PS2

NEW VIEW POINTS: During gameplay, hold down L1+R1+L2+R2 on a controller in port two. Then press Circle to move between first-person and rear views. Press Square to see the speedometer. Press Triangle to zoom out from the car. Finally, press X to return to normal view.

308"65
game time
$ 478.28
COMBO 2

CASTLEVANIA: CIRCLE OF THE MOON

GBA

MAGICIAN: Complete the game at least once, then start a new game with your name entered as FIREBALL. The word Magician will appear on the options screen and you can now get all the trading cards under DSS.

FIGHTER: Complete the game at least twice, then start a new game and enter your name as GRADIUS. Fighter will appear on the options screen and Nathan will now be super hard.

SHOOTER: Complete the game three times then start a new game and enter your name as CROSSBOW. Shooter will appear in options. You can use the homing dagger sub weapon with extra damage.

THIEF: Complete the game a fourth time. Then start a new game with DAGGER as a name. Doing so will give you the stats of a thief.

TOKYO EXTREME RACER ZERO

PS2

MAN: While selecting a transmission type, hold down R1 and keep holding it down until the game finishes loading. A man will be hanging from your car.

GREMLIN: Hold down R2, X and Circle while choosing shift assist option and keep them held down until the game finishes loading. Now you'll find a gremlin is hangi from your car in first-person view.

MOSQUITO: When choosing shift assist option, hold down L2, X and Circle until the game finishes loading and you will see a blue mosquito hanging from your motor in first-person view.

DOG: To see a horny dog hanging from your car, hold down L1, X and circle while choosing your shift assist option and keep them held down until loading finishes.

PINK CREATURE: Hold down R1, X and Circle when choosing the shift assist option. Keep the buttons held until the game finishes loading to find a pink creature hanging from your car in first-person view.

FIRE PRO WRESTLING

GBA

Unlock all characters by going through Edit Mode to Name Entry. Enter ALL as nickname, STYLE as last name, CLEAR as first name and leave Exchange off with Middle blank. Press Start and keep pressing B to reach the main menu.

DESPERADOS: WANTED DEAD OR ALIVE

PC

To enable cheats, just press Shift and F11. Then type in one of the following cheats.

CODE	ENABLES
TIMELESS	Stop time
SCHNEIDER	End mission
CLINT	Win mission
FIDEL CASTRO	Dialogues
MEDIC	Hints
POWERMAN	New gun
JACKAL	More ammo
HOLLOW MAN	Invisible
SHOW ME ALL	Show objects
ZEUS	Help
EPITAPH	Victory condition
WHATS MY DESTINY	Display brief

TWISTED METAL: BLACK

PS2
Use classic controls. While playing hold L1+R1+L2+R2. Then quickly push Up, Down, Left, Right, Right, Left, Down, Up for invincibility

Set controls to classic. During game-play hold down L1+R1+L2+R2. Then quickly push X, X, Triangle to make your machine-guns more powerful

Set controls to the classic option. During gameplay hold down L1+R1 +L2+R2. Then quickly push X, X, Up. Now you can kill with a single shot

Set controls to classic. During play, hold L1+R1+L2+R2. Quickly push Up, X, Left, Circle for infinite weapons, health, turbo and energy

Yellow Jacket: Drive into the sewers in the lower part of the Junkyard and smash the console to unlock secret character Yellow Jacket.

Warthog: In Suburbs enter the carnival area and drive over the ridge to the left so that you land on the building on the other side. Shoot the roof in, drop down and destroy the console to unlock Warthog.

Axel: On the Freeway level enter the construction area. Shoot the crane situated to the left so that the box it holds drops. Break it open and you'll reveal Axel.

Manslaughter: In Prison Passage wait for the ship to dock then drive down to the bottom of the level. Shoot some crates on the left side of the bottom of the ship to make a ramp. Drive up, shoot the ship and a door will open. Go in and blast away at the console to unlock Manslaughter.

Minion: Unlock all the secret characters, then complete the game with every normal and every secret character to unlock Minion. Minion is the big fire-breathing truck boss. When you play as him you will be smaller and less powerful but no less capable.

SPACE CHANNEL 5

DC
CPU TAKE OVER: A new cheat for Ulala. During gameplay, hold down L+R then press Up, Left, A, Left, A, Down, Right, B, Right, B. Your Dreamcast will now take control of Ulala and play through the whole game perfectly allowing you to see the following...
GET WHACKO: When you score above 95 per cent, Ulala will be surrounded by pink fire. In the last level of the game, Michael Jackson will make a cameo appearance. Unlock him and he will briefly join your troop, whooping and moonwalking all the way.
ALTERNATE GAME: Complete the game then restart with that save file to get a harder version to play through. You get different routes, so be wary.

STAR WARS EPISODE ONE: BATTLE FOR NABOO

N64
TRADE FEDERATION SECRETS LEVEL: Beat all the game's levels with a bronze medal or higher to unlock the Trade Federation Secrets level.
COURUSCANT ENCOUNTER: Beat all the levels with a silver medal or higher to unlock the Couruscant Encounter level.
DARK SIDE: Beat all the levels in the game, including the extras, with a gold medal to unlock the Dark Side level.

ROSWELL CONSPIRACIES: ALIENS, MYTHS AND LEGENDS

GBC
Type these babies in to access the different levels of the game if you feel lazy.

LEVEL	PASSWORD
2	BFBBBFBH
3	BGBBBFBJ
4	BHBBBFBK
5	BJBBBFBL
6	BKBBBFBM
7	BLVVBFBM
8	BMVVBFBN
9	BNVVBFBP
10	BPVVBFBQ
11	BQVVBFBR
12	BRVVBFBS
13	BSVVBFBT
14	BTVVBFBV
15	BVVVBFDB

SUMMONER

PS2
To view a funny movie from one of the first halfway decent role-players on the PS2, select to watch the credits from the main menu. When they are rolling, simply press X and you can watch a weird movie. If you have ever played a table-top RPG with your mates, then you will understand this completely. Just think of their wasted youth while laughing out loud. Then remember that is you, that is.

THE WORLD IS NOT ENOUGH

N64
GOLDEN GUN: Unlock the Golden Gun mode for multiplayer by simply finishing the game on 00 Agent difficulty.
SKY RAIL: Unlock the Sky Rail level for multiplayer by finishing the Cold Reception level on Secret Agent setting in under 3:15.
CASTLE: Unlock the Castle level in multiplayer by finishing Underground Uprising on Agent setting in under 2:15.
AIR RAID: Unlock the Air Raid level for multiplayer use by finishing the Masquerade level on Agent setting in 3:05 or less.
BRIEFCASE: Unlock Capture the Briefcase mode for multiplayer by completing the Turncoat level on Secret Agent setting in under 3:20.
WILDFIRE: Unlock Wildfire mode in multiplayer by finishing City of Walkways II on Agent setting in 3:00 or less.
TEAM KING OF THE HILL: Unlock the Team King of the Hill mode for multiplayer by completing the King's Ransom level on Agent difficulty in 2:20 or less.

INSPECTOR GADGET

GBC
At the password screen, type in FH2KBH to get to the second world, FM!PQM for the third, FRVTLR for the fourth and FWQZ!? to reach the fifth.

LE MANS 24

PS2
ALL TRACKS: Enter your name as SPEEDY in Championship mode then return to the main menu to get all the tracks.
ALL CARS: Enter your name as ACO in Championship mode then return to the main menu for all the cars.
ALL CHAMPIONSHIPS: Enter your name as NUMBAT in Championship mode then return to the main menu to unlock all championships.
CREDITS: To view the credits, enter your name as HEINEY in Championship mode before returning to the main menu.
LE MANS MODE: In Championship mode, enter your name as WOMBAT. Return to the main menu.

ARMY MEN ADVANCE

GBA
Input one of the following passwords in the password screen to unlock that level. Each level has two passwords - one for Sarge and one for Vicki.

CODE	SARGE	VICKI
2	HJRDCHMC	GGRSGHMB
3	GGRSGJMC	FSRSMJMB
4	FSRSMKMC	DQRNBKMB
5	DQRNBBMC	CSRJGBMB
6	CSRJGCMC	BQRDMCPB
8	TJRDQFPC	SGRSCFPB
9	SGRSCQPC	RJRNLQPB
10	RJRNLRPC	QGRNRRPB
11	QGRNRSPC	PSRJCSPB
12	PSRJCTPC	NQRDGTPB

ICEWIND DALE: HEART OF WINTER

PC
Press Ctrl+Tab to initiate the console and type in these babies for a good time.
SHOW MAP: GETYOURCHEATON:ExploreArea(); must be typed in to reveal the map.
TELEPORT: Type in GETYOURCHEATON:Hans(); in order to teleport your party.
HEALTH: GETYOURCHEATON:FirstAid(); to add health items into the fray.
GOLD: Type CHEATERDOPROSPER:AddGold(); and insert the desired amount in the brackets
EXPERIENCE: For experience, type in **CHEATERDOPROSPER:** SetCurrentXP(); and add the number in-between the brackets.

ONI

PS2
When playing, press Select and highlight 'Help' then press one of the following button combinations to access a cheat. To disable the cheat, re-enter it. (L3 and R3 refer to pushing in on the analog sticks.)

CHEAT	CODE

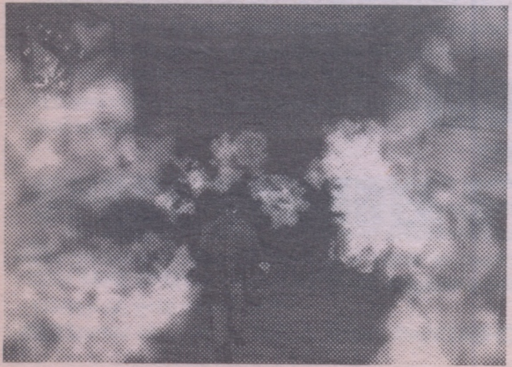
Level skip	L2,L1,L2,Square,Circle, Square,L3,R3,L2,L1
Invincibility	L2,L1,L2,Square,Circle, Square,R3,L3,R3,Circle
Infinite ammo	L2,L1,L2,Square,Circle, Square,L2(2),L1,L3
Infinite Phase Cloak	L2,L1,L2,Square,Circle, Square,L1,R3,L2,L3
Refill Hypo	L2,L1,L2,Square,Circle, Square,Circle (3),R3
Power Punch	L2,L1,L2,Square,Circle, Square,R3,L3,Circle,Square
One hit kill	L2,L1,L2,Square,Circle, Square,L3,R3,Circle,Square

MAX PAYNE

PC

Start the game with "-developer" command line [right click Max Payne desktop icon, choose properties and put it on the end of the Target bar]. When you're in the game, press F12 to bring up the console and type in one of the cheats that follow.

Effect	Code
God mode	god
Disable god mode	mortal
Debug mode	coder
No clipping mode	noclip
Disable no clipping mode	noclip_off
More Slow-Mo	getbullettime
Display frame rate	showfps
All weapons	getallweapons
Unlimited ammunition	getinfiniteammo
Baseball bat	getbaseballbat
Baretta	getberetta
Sawed off shotgun	getsawedshotgun
Pump action shotgun	getpumpshotgun
Dual Berettas with full ammo	getberettadual
Dual Berettas with full ammo	getdualberetta
Desert Eagle with full ammo	getdeserteagle
Dual Ingrams with full ammo	getingramdual
Dual Ingrams with full ammo	getdualingram
Jackhammer	getjackhammer
Ingram	getingram
8 pain killers	getpainkillers
TMP5	getmp5
Colt Commando	getcoltcommando
Molotov cocktail	getmolotov
Grenade	getgrenade
M-79	getm79
Sniper rifle	getsniper



Health	gethealth
Wounded walk	setwoundedstate
Normal walk	setnormalstate
More slow motion time	getbullettime

EXTREME G3

PS2

UNLIMITED SHIELDS

At the main menu press L1+R1, L2+R2, L1+L2, R1+R2. A message will confirm correct entry. This cheat must be enabled every time you start a new race.

UNLIMITED AMMO

At the team selection screen press L2, R2, L1, R1, L2+R2, L1+R1. This gives you unlimited ammo.

TRACKS

Get all the courses by in-putting L1, L1, L2, L2, R2, R2, R1, R1, L1+R1+L2+R2 at the main menu.

SPEED CHALLENGE

Race the first circuit at extreme speed by putting in L1, L2, L1, R1, L1, R2, L1+R1, L2+R2 at the main menu.

DOUBLE PRIZE MONEY

Hit L1, L2, R2, R1, R1, R2, L2, L1 at the main menu to enable prize money to be doubled..

MARIO KART SUPER CIRCIUT

GBA

Wow Mario Kart in the palm of your sweaty little hands, if only they had included the original tracks as well. Oh they did and a whole lot more.

Unlock the Special Cup in each class by getting gold on all the other races of that class

Collect 100 or more coins during a cup to unlock a bunch of extra tracks. Press L or R to see em

Get an A rank on every single cup in every class to unlock all the original course from Super Mario Kart.

X MEN: MUTANT ACADEMY 2

PS1

Unlock everything in the game by tapping in the following code at the main menu. Just press Select, Down, R2, L1, R1, L2. You will hear a noise to confirm it. This will give you all costumes, characters and FMV.

After using the master code hold L1 whilst selecting Cyclops and he will be replaced by Spiderman.

After using the master code highlight Magneto and hold L1 to reveal the Professor complete with wheel chair.

To get Juggernaught and Psylocke complete the game as Wolverine and then Psylocke or just use the code above.

DAVE MIRRA FREESTYLE BMX 2

PS2

Enter the following codes at the main menu.

MOVIES	CODE
Dave Mirra	left, left, up, right, up, left, up, up, square
Ryan Nyquist	left, left, down, right, down, right, up, down, square
Tim Mirra	left, left, right, up, down, left, down, up, square
Kenan Harkin	left, left, left, left, right, right, down, down, square
Joey Garcia	left, left, up, up, down, right, down, square CHECK
Rick Moliterno	left, left, up, down, right, left, left, up, square
Todd Lyons	left, left down, up, up, right, left, down, square
John Luc E Englebert	left, left, right, right, down, down, right, up, square
Scott Wirch	left, left, right, up, up, up, left, right, square
Troy McMurray	left, left, left, down, up, right, up, left, square
Mike Laird	left, left, right, up, up, right, up, right, square
Colin Mackay	left, left, right, right, down, down, right, up, square
Leigh Ramsdell	left, left, down, down, left, right, down, left, square
Zack Shaw	left, left, left, right, left, down, right, down, square

SECRET RIDERS	CODE
Mike Dias	up, left, down, right, right, left, up, down, up, right, square
Amish Guy	up, left, down, right, right, left, left, down, up, left, square

HALF LIFE BLUE SHIFT

PC

Run the game with the -console command on the end of the executable file. Then during the game press ~ and type sv_cheats 1. Now enter "god" for God Mode, "noclip" for No clip mode or "impulse 101 to get all the weapons.

OUTTRIGGER

CHARACTERS

To get extra characters simply beat them in the main game when they appear for the first time

TESTING

To get new Sound and Movie test beat all the missions on all three difficulty settings.

DICW

Get the DICW beat the mission where it first appears on Advance difficulty setting.

BAT

To get an Enemy Bat you have to defeat D.K in the Advance mission where you meet him.

GLG40MM

To get this pipe bomb launcher you need to obtain the highest score on the stage you first use it on Advance mission mode.

GUIDED MISSILE

Get the Guided Missile 2 by beating the last mission in Advance Mission mode

PSG-1

Beat the Mission in Advance Mission where you first encounter the PSG-1 and it will be unlocked.

SPAS12

You can unlock the SPAS12 by completing the mission on Advance where you first use it.

UMP

The Ump Machine gun becomes unlocked after you use it to defeat the enemy on Intermediate Mission mode.

WORLD DESTRUCTION LEAGUE: WAR JETZ

PS2

Unlocks	Code
Codes	TWLVCHTS
Levels	JMPTT
Invincible	DNGDM
Armour	MRRMR
FMV	GRTD
Faster	ZPPY

Instant win	SMSHNG
Top Gun mode	DH
Overlord mode	VRLRDS
Valhalla mode	WNRLFST
Ghost mode	SNKY
Big gun	HMMR
Bigger gun	QD
Rapid fire	FRHS
Speed shots	NSTNT
Dual Fire	NDBMBS
Spin shots	DZZY
Sheild when rolling	SCRW
Double Bux	TWFSTD
Add 10 bux	WNNNGS
Weapon level up 3	PYRS
Switch planes	NDCSN
Slow down	SSPNDRS
Show boxes	BXDRW
Show waypoints	WYPNT
Panama 2	JBVKWNBBCBQM
Panama 3	MDKKWYFTKBQM
Australia 1	MHZKWTJMQBQM
Australia 2	ZBCKXPBHNBQM
Australia 3	LDRKXYFZTBQM
Thailand 1	ZHHKXJJTBBQM
Thailand 2	TBPKYZBVHBQM
Thailand 3	KFFPJRFNPBQN
Rhine River 1	YJVPJCJGVBQN
Rhine River 2	FCNPKXBVWBQN
Rhine River 3	PGDPKGFPDBQN
New York City 1	KKSPKRJHKBQN
New York City 2	VBFKPLHBWZBQN
New York City 3	WJYPLWFQGBQN
Rhine River 1	YJVPJCJGVBQN
Rhine River 2	FCNPKXBVWBQN
Rhine River 3	PGDPKGFPDBQN
Antarctica 1	CMPPLHJJNBQN
Antarctica 2	RKFPMYBZHBQN
Antarctica 3	GNVPMQFSNBQN
San Francisco 1	TRLPMBJLVBQN
San Francisco 2	SVMPNFBFVBQN
San Francisco 3	RXDPNHFYDBQN
Valhalla 1	XBXPNGKRKBQN
Valhalla 2	LPXKVMCQZBQM
Valhalla 3	QSMKVSGKHBQM

PITFALL: THE MAYAN ADVENTURE

GBA

Enable the master code by pressing L, Select, A, Select, R, A, L, Select at the title screen to get cheat mode active.

LEVEL SELECT

Enable the master code then press L or R to find a level before pressing left to highlight Start to play on that level.

WEAPONS

Enable the master code then begin play on any level. Hold Select and press B to get 99 of each weapon.

MOVEMENT

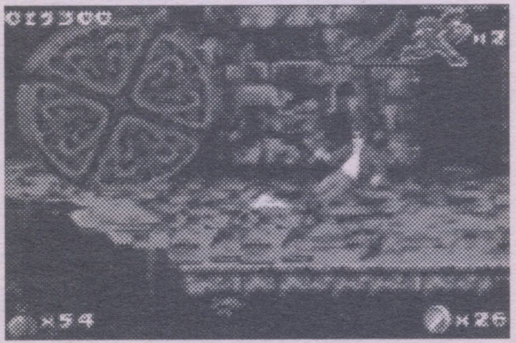
Enable the master code then start a game on any level. Hold down Select and press the d-pad to move any way you want.

LAKAMUL RAIN FOREST

At the title screen quickly tap in A, L, A, R, A, L, Select, Select.

CONTINUES

At the continue screen press Start quickly and continuously until remaining continues goes up to nine.



DARK CLOUD

PS2

Complete the whole game and save when prompted. From there reload the game and spot the new location on the map. It's the Demon Shaft dungeon, which is well hard with about 100 floors.

BANJO TOOIE

N64

MULTI PLAYER JINJOS

After learning the Split Up, Bill Drill and Hatch moves go to the Wooded Hollow and enter Heggy's Hen House. Bill Drill the boulder and use the Split Up Pads underneath, then get Kazooie to hatch the yellow egg at the top. This will make Jinjos available for multi player games.

LEGEND OF ZELDA: ORACLE OF AGES

GBC

TREASURE HUNTING

After getting the shovel from the tower head to town and dig around whilst in the past. You will find all sorts of interesting items as well as small amounts of money. Not every dig results in treasure so be patient.

BIGGER BOMB BAG

On level 4 when you head to Restoration Wall you can push a red block to change the landscape. Do this then backtrack through the cave and descend the ladder near the hole. Go back to the vine sprout and play to return to the present. Climb vine and continue until you reach a pool of water with a sign telling you not to throw things in. Lob a bomb into the middle and then tell the monster you threw a regular bomb in. The monster will then make your bomb bag bigger.

X COM: ENFORCER

PC

GOD MODE

Press ~ to bring up the console then type in xgod to enable God mode.

FLY LIKE A BIRD

Press ~ to bring up the console then type in xfly to activate fly mode.

KILL

Press ~ to bring up the console then type in killpawns to kill all the enemies.

CART FURY: CHAMPIONSHIP RACING

PS2

ALL CARS

At the Cheat menu bash in Triangle, X, Triangle, Square, L2, Triangle.

EXTRA CARS AND DRIVERS

At the driver selection screen press R1 to get more drivers or press L1 to get more cars.

ALL TRACKS

At the Cheat menu input R1, Triangle, X(2), R2, L1.

UNLIMITED TURBO

At the Cheat menu input X(2), Square(2), L2(2)

NO TIME OUT

At the Cheat menu input Square, L1, R2, Circle, Triangle, R1

INFINITE CONTINUES

At the Cheat menu input L1, L2, L1, Square, Triangle, Circle

BIG HEAD

At the Cheat menu input Triangle, Square(2), L2, L1, R2

LOW GRAVITY

At the Cheat menu input R2, R1, Square(2), L1(2)

JUMP

At the Cheat menu input L1, L2, L1, R2, X(2

FOG

At the Cheat menu input R2, R1, X, Square(2), Circle

NIGHT

At the Cheat menu input X, Circle, Triangle, L2, R2, L1

ROCKET WHEELS

At the Cheat menu input L1, R2, Triangle, Square(2), Triangle

DEATH CAR

At the Cheat menu input L1, Square, R1, R2, L2, L1

OPPONENT DEATH CARS

At the Cheat menu input Press L2, Square, L1, R2, R2, X

DEATH WALL

At the Cheat menu input X, Square, R2, Triangle, R1, R2

FMV

At the Cheat menu input L1, Circle, R2, X, L2, Triangle

EARTHWORM JIM

GBA

BUTTVILLE

During game play press Start to pause the game then press L, A, Up, R, A, R, A, Select.

DOWN THE TUBES

During game play press Start to pause the game then press Up, L, Down, A, R, A.

FOR PETE'S SAKE

During game play press Start to pause the game then press R, L, R, L, A, R.

LEVEL 5

During game play press Start to pause the game then press R, L, A, B(2), A, L, R

SNOT A PROBLEM

During game play press Start to pause the game then press R, Up, Select, L, R, Left.

WHAT THE HECK

During game play press Start to pause the game then press Select, R, B, Down, L, B.

LEVEL SELECT
During game play press Start to pause the game then press Right, R, B, A, L, L, A, R

FINAL FIGHT ONE

GBA
Rack up over 2000 fighting points to unlock everything in the game. This includes Extra lives, stage select, colour change, Alpha Guy, Alpha Cody and rapid punch. This will hopefully keep you going until your head falls off.

DIABLO 2: LORD OF DESTRUCTION

PC
Ever get annoyed about not being able to store enough stuff? Create a game online with a password and a new character to go in it, setting the level difference to 99. Enter the game with a character and leave them in for about five minutes. Now leave - the server will keep going for a few minutes, meaning you can take another character in to either pick up or drop off stuff.

THUNDERHAWK OPERATION PHOENIX

PS2
LEVEL SKIP: Go to the options screen. Set vibration to 1, SFX and Music volumes to zero, then hold down L1 + L2 + R1 + R2 + Circle + Square and the message 'Spooky Cat!' should appear in the middle of the screen.

STEVEN GERRARD'S TOTAL SOCCER 2002

GBA
During a match use substitutions to keep your team moving. Also, the ball moves quicker than players so passing and kicking the ball up field will get the ball into the opposition penalty area quicker than dribbling. Players move quicker when they do not have the ball so don't dribble too long when attacking or moving out of defence. The best way to tackle is from behind.

LADY SIA

GBA
In each level of each kingdom achieve a Perfect rank. This will unlock a bonus level for each kingdom. These allow you to spend more time running around pretending to be a woman.

VIRTUA TENNIS 2

DC
Want more colours to choose from? Then press R or L when choosing a character to get a different costume.

DUCATI WORLD

DC
Here are some cheats for the best two wheeler on DC
DUNNY MODE: Enter name as BADDRIVER
TODD 9000 IN QUICK RACE: Enter name as TODDMCARTOR
MORE MONEY: Enter name as GREEDYGIT
VIEW DEVELOPMENT TEAM: Enter name as TEAM

GUNMAN CHRONICLES

PC
Type in: -dev -console -game rewolf in the command line parameter. Then press the ' key to activate the console and bash in one of these babies.

CODE	EFFECT
/GOD	Gode Mode
/IMPULSE	All weapons and ammo
/NO TARGET	Invisible
/NO CLIP	No clipping mode

TIME CRISIS 2

PS2
Buying a gun makes this game expensive. Luckily there are these bonus options.

MIRROR MODE: Complete Story mode without using any continues to get Mirror mode.
INFINITE AMMUNITION: Complete Story mode three times. You must enable this mode the third time.
AUTOMATIC AMMUNITION: Complete Story mode twice for auto ammo.
WIDE AMMUNITION: Complete Story mode four times. This needs to be enabled for the fourth time.
ONE STAGE TRIAL STAGE 2: Complete stage 1 in Story mode
ONE STAGE TRIAL STAGE 3: Complete stage 2 in Story mode.
CRISIS MISSION MODE: Complete Story mode one time.
MUSIC TEST: Complete Crisis Mission mode to get the Music Test option. This also unlocks Final Mission 2.
MORE QUICK AND CRASH MINI-GAMES: Get a top five score in the Quick And Crash mini-games to unlock more of them.

THE SIMS

PC
While in game press Ctrl + Shift +Alt + c to activate Cheat mode. Now type one of the following. Sent in by John G.

CODE	EFFECT
KLAPAUCIOUS	100 simoleons
MAP_EDIT ON/OFF	Edit map
EDIT_CHAR	Open create a character screen
MOVE_OBJECT	Move things around

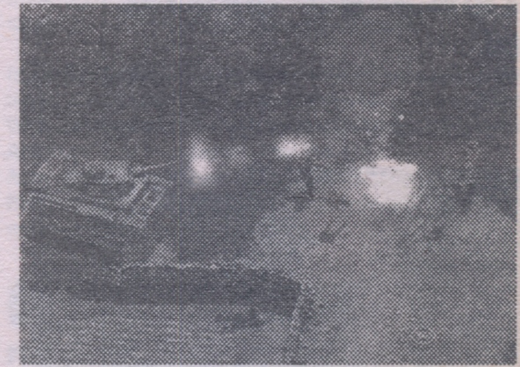
SPIDER-MAN 2: ENTER ELECTRO

PS1
CHEAT MODE: Enter 'AUNTMAY' as a code to unlock everything in the game. That's all or nothing, then.
INFINITE LIVES: Enter 'SUPERGOD' as a code to get infinite lives.
LEVEL SELECT: Enter 'NONJYMNT' as a code to unlock the level select option.
ALL TRAINING CHALLENGES: Enter 'CEREBRA' as a code to unlock all the training challenges.
ALL COSTUMES: Enter 'WASHMCHN' as a code to unlock all the different costumes.
All gallery entries: Enter 'DRKROOM' as a code to unlock all gallery entries.
BIG FEET MODE: Enter 'STACEYD' as a code to unlock Big Feet mode. Big feet often point to big shoes.
BIG HEAD MODE: Enter 'ALIEN' as a code to unlock Big Head mode. No game is complete with out a stupid big head mode right?
DEBUG MODE: Enter 'DRILHERE' as a code to display the game's debug information.

COMMANDOS 2: MEN OF COURAGE

PC
Enable Cheat mode by entering GONZOANDJON as a name. Once done press one of the following keys to enable a cheat. It can also be activated in a mission by typing the GONZOANDJON after selecting a commando. Oh, when we were all lads in the war...

Invincibility: press Ctrl + I to become well hard
Invisibility: press Ctrl + V and go where you like
Mission Skip: press Ctrl + Shift + N to get further
Destroy enemies: press Ctrl + Shift + X to make them die painfully
Warp: press Shift + X and go to where the pointer is.



PROJECT EDEN

PS2
During the game enter the main menu (the one that shows extra weapons down the right-hand side) and stand still. Hold down the Select button and then rotate the left analog stick clockwise three times. This is quite tricky so do it slowly and smoothly. Once you have done it there should be a small green thing in the bottom right corner. Select this to activate the cheat menu.

ATLANTIS: THE LOST EMPIRE

GBA
When you get to the password screen, enter one of the following passwords to access a new level.

LEVEL	PASSWORD
Level 2	BMQDNPJS
Level 3	BRZSGZDY
Level 4	BVMJFYLG
Level 5	B7JHPMHC
Level 6	C6XQLUNF
End	COCNQQIY

SOUL REAVER 2

PS2

You will notice at the main menu in Options that there are lots of bonus materials, many of which are locked. To unlock all of them press Left, Triangle, Right, Triangle, Down, Circle, X. You will get a message confirming you did it correctly. There are lots of little bits to see, the best being the voice out-takes.

ECKS VS SEVER

GBA

We have codes for the single-player levels in this top Game Boy Advance shooter, so if you find a level too hard, simply stick these in to progress.

LEVEL LEVELS	ECKS LEVELS	SEVER
2	EXTREME	SEVERE
3	EXCITE	SURVIVE
4	EXCAVATE	SAVANT
5	EXcalibur	SUFFER
6	EXTORT	SULPHER
7	EXPIRE	SERVE
8	EXACT	SEETHE
9	EXHALE	SEVERAL
10	EXHUME	SEVERANCE
11	EXONERATE	SAVAGE
12	EXPEL	SACROSANCT

RED FACTION

PC

Press '~' during the game to bring up the console and type in one of the following.

Bighugmug	Ammo and weapons
Heehoo	Fly mode
Vivalahelvig	God mode

SHENMUE 2

DC

Place one of the game discs into a PC CD drive to discover a ton of hidden artwork. Also finish the game to see how it started its life in the old days.

DONALD DUCK ADVANCE

GBA

Want a password to open all the levels? Enter the password screen and input 2 C 1 L T D ! P. That should make life much easier. You'll finish it in no time. Thanks again to Vince Mainolfi for this cheat.

DRIVEN

GBA

A surprisingly good racer for your GBA, with tons of tracks.

CARS AND TRACKS: To unlock nearly all the cars and tracks input 2,9,8,0,1 as a code.

ARCTIC THUNDER

PS2

NO DRONES MODE: Press Square, Square, Circle, Circle, L1, R1, Start at the main menu screen. This has no effect in point races.
EXPERT MODE: Press Circle, Square, Circle, Circle, Square, Start at the main menu screen. This has no effect in point races.
EVERYONE INVISIBLE MODE: Press Square, Circle, Square, R2, Circle, Circle, Start at main menu screen. Again, this has no effect in points races.
NO POWER-UPS MODE: Press Square, Square, Circle, Square, R2, Square, Start at main menu screen. Guess what? This has no effect in points races.

DOOM ADVANCE

GBA

Beserk: Pause the game, then hold L + R and press B, A, B, A (¥5)
Computer map: Pause the game, then hold L + R and press B, A (¥7)
Radiation suit: Pause the game, then hold L + R and press B, B, A (¥6)
Advance levels: Pause the game, then hold L + R and press A, B, A, A, B, B, A, A
Tower Of Babel: Pause the game, then hold L + R and press A, B, A, B, A, B, B, A

TONY HAWK'S PRO SKATER 3

PS2

Darth Maul: Complete the Career mode once, collecting gold medals in all three competitions to unlock Darth Maul.
Wolverine: Complete the Career mode twice, using two different characters, collecting gold medals in each competition so you can unlock Wolverine.
Officer Dick and Private Carrera: Complete Career mode four times to unlock Officer Dick, five times to unlock Private Carrera, using a different character each time.
Ollie the Magic Bum: Complete all tasks in Career mode seven times with a different character each time and get all gold medals to unlock Ollie the Magic Bum.
Kelly Slater: Complete all the tasks in Career mode eight times to unlock surfer Kelly Slater.
Demoness and Neversoft Eyeball: Complete Career mode ten times to unlock Demoness. Complete Career mode 22 times with a different character each time to unlock the Neversoft Eyeball mascot.
Cheat Modes: Complete Career mode the following numbers of times to unlock new cheat modes: Snowboard Mode (11), Always Special (12), Perfect Rail Balance (13), Super Stats (14), Giant Mode (15), Slowmo Mode (16), Perfect Manual Balance (17), Tiny Mode (18), Moon Physics (19), Expert Mode (20) and First-Person Mode (21).
Master code: Enter options, select cheats and input 'backdoor' (case-sensitive). A money sound confirms correct code entry.
Characters: Enter options followed by cheats and input 'YOHOMIES' (case-sensitive). A money sound confirms correct entry.
Levels: Enter options followed by cheats and input 'roadtrip' (case sensitive). A money sound confirms correct code entry.
FMVs: Enter options followed by cheats and input 'Peepshow' (case sensitive). A money sound confirms correct code entry.

RAMPAGE PUZZLE ATTACK

GBA

To open all levels and characters enter the password screen and type in G J P P N L P T N Q.

BATMAN VENGEANCE

PS2

As Robin isn't here to hold your hand, use this cheat instead.
UNLIMITED BATARANGS: At the main menu press L1, R1, L2, R2. You will hear a noise to confirm correct code entry.

ALIENS VS PRED 2

PC

To get the cheat mode, simply press Enter during gameplay then type cheat, press the space bar, and enter one of the following cheats. Then press Enter again. If you do it right you will hear the sound of a Predator switching vision types.

Invincibility: Type in mpcanthurtme for an easy time
Weapons and ammo: Type in mpschuckit
Armour: Type in mpsmithy for the full dose
Ammo: Need even more? Type in mpkohler
Restart: If you're sick of cheating, type in mpbeamme to restart the level

GHOST RECON

PS2

Press Enter on the NUM pad to display the console window, then enter one of the following codes.

EFFECT	CODE
God Mode	superman
Team God Mode	teamsuperman
Invisibility	shadow
Team Invisibility	teamshadow
Unlimited Ammunition	ammo
All Inventory Items	refill
Faster Movement	run
Take Over Enemy Bases	rock
Paintball Mode	extremepaintball
Suicide	god
Win Current Mission	autowin
Chicken Grenades	chickenrun

BALDUR'S GATE: DARK ALLIANCE

PS2

Extras: Finish the game on the hardest difficulty setting to unlock an extra character who can wield two swords, and the Gauntlet level, where you need to hack and slash through levels in a time limit. Finishing Gauntlet mode will unlock Extreme mode, which, as you might have guessed, is even harder.
Cheat menu: Hold down R2 + L1 + Left + Triangle, then press start during gameplay.

A cheat menu will appear with invulnerability and level warp. Very useful for those gamers who lack patience.

SYPHON FILTER 3

PS1

Hard mode: Highlight the 'New Game' option at the main menu. Then hold down Square + Circle + L1 + R2 + Select + Up + X.
For Super Agent mode, finish the game and start a new one. Now enter the options and enable Super Agent to get one-shot kills. Cheats sent in by Simon Par.

DRIVEN

PS2

Having problems? Then enter one of these codes at the main menu screen:

NAME	DESCRIPTION
ALL CARS	U,D,R,R,L,U,U,D
ALL TRACKS	U,U,L,D,L,R,R,U
ARCADE CHAMPIONSHIPS	R,L,U,R,D,D,L,L
MULTIPLAYER CHAMPIONSHIPS	L,D,L,U,R,L,D,R
STORY MODE	D,L,U,R,R,U,D,L

INSPECTOR GADGET – ADVANCE MISSION

GBA

Enter the password screen and bash in one of the following codes to advance up the levels. Now prepare to get even further when levels are too hard.

STATUE OF LIBERTY, In the Statue:	*7*MM14
STATUE OF LIBERTY, The Flame of Liberty:	*3HML14
THE TOWER, The Tower Keeps Watch:	R1FM2Q4
THE TOWER, The Lift:	R5ZM3Q4
THE TOWER, Higher than everything:	*9ZM3L4
THE GREAT WALL, At the foot of the Great Wall:	*FFM2L4
THE GREAT WALL, On the Great Wall:	R7FM274
BIG BEN, The Palace:	P153LR5
BIG BEN, The Top:	ZF53LM5
EGYPT, The Valley of Kings:	Z9P3MM5
EGYPT, The Great Pyramid:	PC5ML85

WWF SMACKDOWN! JUST BRING IT

PS2

RHYNO: Turn down Vince McMahon's Tag Team offer. Talk trash on the mic to the first wrestler who enters the ring. Go to the Parking Lot and speak to Vince. Win the match he puts you in. When the next Superstar calls you out, choose to 'Stay Backstage'. Go to the Lobby and speak to Earl Hebner and ask him to referee a Hardcore match for you. Earl will follow you backstage where you'll find Rhyno. Beat Rhyno to unlock him.

TAJIRI: Refuse Vince's tag team offer. Talk trash on the mic to the Superstar who comes to the ring. Talk to Michael Cole in the Lobby and tell him you were just messing around. Go see William Regal, in the Commissioner's Office, tell Regal you're not interested in a shot at the Intercontinental Title. This makes Regal furious and he books you in a match with Tajiri. Beat Tajiri to unlock him.

SPIKE DUDLEY: First, don't select a Dudley Boy. Accept Vince's offer to form a tag team and find a partner in the Lobby (not a Dudley Boy). Win the TLC match and the tag team champions challenge you to a six-man tag match. Tell your partner to go and pick the third team-mate. While your partner is off looking, you're free to wander around. Walk to the corridor that leads to the Changing Rooms and you'll find Spike and Molly. Choose to help out Spike and the Dudleys will challenge you to a match. Win the match to unlock Spike Dudley.

MICK FOLEY: Refuse Vince McMahon's offer to form a tag team. Talk trash on the mic to the first wrestler who enters the ring. Speak to Vince in the Parking Lot. He'll put you in a singles match. Win the match. When the next Superstar calls you out, select 'Show up on-stage'. Pick any style of match and win. You'll now get a title shot against the WWF Champion. Lose the match, when the option for a re-match appears, select 'No'. Win the following match to unlock Mick Foley.

JERRY LYNN: Refuse Vince's offer to form a tag team. Talk trash on the mic to the wrestler that comes to the ring. Go to the Parking Lot and speak to Vince. He'll put you in a singles match. Win that match. When the next wrestler appears in the ring and calls you out, select 'Stay Backstage'. Go to the Lobby and speak to Earl Hebner. Say "Hi Hebner. How are you?" He'll tell you that the Commissioner is looking for you. Tell William Regal you're not interested in a title match. Win the 4-way match that he assigns you and you'll unlock Jerry Lynn.

MOLLY HOLLY: Select a female. Talk trash on the microphone to the first wrestler that appears in the ring. Go to the Parking Lot and speak to Vince McMahon, who will assign you a singles match. Win the next match. Backstage you'll run into the Women's Champion, who will challenge you to a six-man tag team match. Go to the VIP room and tell Vince McMahon that you don't want to compete in a tag and you want it to be a singles match. He'll grant your request and give you a title shot against the Women's Champ. Win the match then defend your title from Molly Holly to unlock her.

STAR WARS OBI WAN

XBOX

Start a new game and use GREYTHERAT as a saved game name. This will unlock all the levels and characters.

NEW YORK RACE

PS2

Input the following as player names for a variety of effects.

NAME	EFFECT
SHALEA	Unlimited energy
YXINYEDO	Unlock tracks/difficulty
NIKITA	Bonus cars
BIGWOLF	All cars in beginner mode
OELITA	All cars in Pro mode
POOLWOLF	All cars in Expert mode

CIVILISATION III

PC

In Civilisation III, when you are using a government type that uses money to rush through the building of units and improvements, you can halve the initial asking price. To do so select the unit/improvement you wish to rush-buy and wait one full turn so that there is at least one shield in the construction bar. After you've done that, select the rush-buy option and it will be half the price.

STAR WARS: GALACTIC BATTLEGROUNDS

PC

Press Enter while you're playing the game in order to display the chat window. Now enter one of the following codes to activate a cheat. Be warned, however, that by using cheats you may be led to the dark side of the force.

Input forcefood to equip yourself with 1000 food, forceore for 1000 ore or forcecarbon for 1000 carbon.

Type forcenova for 1000 nova, forcesight to remove fog, forceexplore for a full map, and skywalker to win the mission.

Type forcebuild for construction and research, tarkin to kill all enemies, and simonsays for a killer ewok.

MIDNIGHT CLUB

GBA

ALL CARS: Use AGEM as a password to unlock all the vehicles in the game

PROJECT GOTHAM RACING

XBOX

You need to start a new Driver Profile with the name Nosliw. This name will unlock all of the cars and all of the tracks, giving you loads of options. Now you can get super cars like the TVR, Aston Martin, Porshes and Ferraris. It also unlocks all the stages so you can race them against decent competition.

GIANTS: CITIZEN KABUTO

PS2

Cheat menu: Start a new game and enter your name as ALPUN. Start the game, quit out and look in the Extras menu for a cheat option. In here you can switch cheats on or off.

LUCKY LUKE WANTED

GBA

To open all levels bang in 2571 at the password screen. Cheat submitted by Vince Mainolfi.

ROBOT WARS ARENAS OF DESTRUCTION

PS2

CHEAT MODE: Enter your name as JPEARCE when first prompted and you will get all the robots, arenas and 999999 credits.

KAO THE KANGAROO

GBA

To input the codes, go to the password screen and select the pictures in the correct order. This will be very useful if you get completely stuck on any particular level, as you will be able to skip on to the next instead of pulling out your hair and stamping on your expensive GBA.

DEADLY WATERFALLS: GLOVE, MUSHROOM, XMAS TREE, KAO, KAO
MYTHICAL CAVES: MUSHROOM, XMAS TREE, FISH, KAO, KAO
LOST VILLAGE: TREE, FISH, OWL, KAO, KAO
MEGASAURUS FEROCIOUS: FISH, OWL, BUTTERFLY, KAO, KAO
EVIL DESCENT: OWL, BUTTERFLY, CROW, KAO, KAO
LITTLE VALLEY: BUTTERFLY, CROW, KEY, KAO, KAO
FROZEN LAKE: CROW, KEY, FROG, KAO, KAO
ICE CAVES: KEY, KEY, KAO, KAO, KAO
BEAR PEAK: FROG, FROG, KAO, KAO, KAO
BIG BLIZZARD: GENIE LAMP, PALM TREE, HEART, KAO, KAO
LIGHTNING SPEED: PALM TREE, HEART, K-COIN, KAO, KAO
PERIL DESERT: HEART, K-COIN, FLAG, KAO, KAO
TRADE VILLAGE: K-COIN, FLAG, BOMB, KAO, KAO
ANCIENT RUNES: FLAG, BOMB, KAO, KAO, KAO
HOLY TEMPLE: BOMB, KAO, GLOVE, KAO, KAO
HYPNODJIN: BOMB, FLAG, K-COIN, KAO, KAO
B FLAG, K-COIN, HEART, KAO, KAO
B K-COIN, HEART, PALM TREE, KAO, KAO
CROC ISLAND: HEART, PALM TREE, GENIE LAMP, KAO, KAO
B PALM TREE, GENIE LAMP, FROG, KAO, KAO

SIMPSONS ROAD RAGE

PS2

SMITHERS: In the Options menu hold down L1+R1 and press Triangle, Triangle, Square, Square. You will hear a noise. Smithers won't show on the character select screen so pick a character and when you start you will be Smithers in Mr Burns's limo.
MORE CAMERA ANGLES: In the Options menu hold down L1+R1 and then press Triangle four times. You will hear a noise. Start a new game and flick through the camera options in the pause menu to see a few more angles, including a Grand Theft Auto-type angle.
FLAT CHARACTERS: In the Options menu hold down L1+R1 then tap Circle four times. You will hear a noise. Start a new game and you will notice that all the characters except your own will be flat.

PRO EVOLUTION SOCCER

PS2

HIDDEN TEAMS: Win the following cups with certain teams to unlock extra squads:

CUP	SQUAD
International Cup	Euro All Stars
International League	World All Stars
European Cup	Euro Classics
European Cup with Netherlands Team	Netherland Classics
European Cup with Germany	German Classics
European Cup with Brazil	Brazil Classics
European Cup with Argentina	Argentina Classics

HIDDEN PLAYERS: When you manage to win the Master League A Season, you will have the ability to unlock an extra 11 players out of 22 hidden ones.

SILENT HILL 2: RESTLESS DREAMS

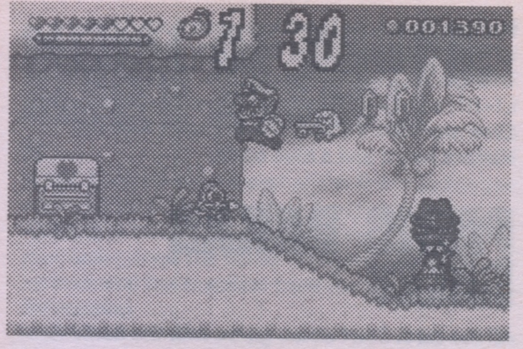
XBOX

THE BLUE GEM: Beat the game once and also finish Maria's sub-game. Start a new game and you will find a Blue Gem in the toilets at the start.
XBOX EXTRA ENDING: Use the Blue Gem in the alternative hospital garden, the boat docks before using the boat and in room 312 in the hotel before the video tape part. This will give you an extra ending.

LEGENDS OF WRESTLING

PS2

ALL WRESTLERS: At the main menu press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Triangle, Square. This unlocks all the wrestlers from the character select screen.



WARIOLAND 4

GBA

Complete the game under the Hard difficulty setting, then start a new game and the Super Hard setting can be selected.

DROPSHIP: UNITED PEACE FORCE

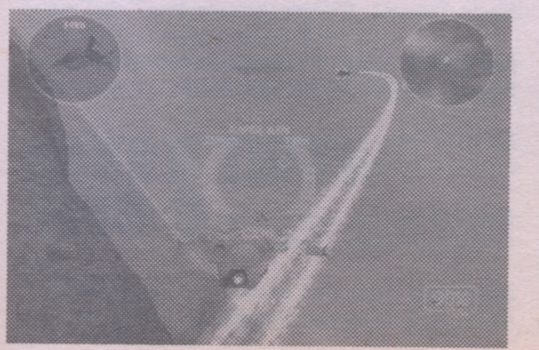
PS2

This game is harder than Rusell Crowe in Gladiator. No doubt about it, you will need cheats for it. To unlock the following go to the main menu and select Classified Files then go into the unlock screen where you will be presented with a keypad. Type in the cheats here.
Even if you use these codes, the game will test you to your limits as you struggle to control your craft. At least you don't need to worry about taking damage or running out of bullets. If a level is still too tough, then just select the next one.

God mode: In this mode, enter TEAMBUDDIES in the Unlock screen

All Missions: For this cheat, enter KINGSLEY in the Unlock screen

Infinite Ammunition: This requires you to enter BLASTRADIUS in the Unlock screen



WORLD RALLY CHAMPIONSHIP

PS2

AQUARIUM: From the main menu go to Extras and then Secrets. Type in: 'wibblywobbly'. Works in Time Trial.
MORE POWER: From the main menu go to Extras and then Secrets. Type in: 'evopower'. Works in Time Trial.
REMOVE BODY PARTS: From the main menu go to Extras and then Secrets. Type in: 'thats stupid'. Works in Time Trial.
UPSIDE DOWN: From the main menu go to Extras and then Secrets. Type in: 'ontheceiling'. Works in Time Trial.
PSYCHEDELIC GRAPHICS: From the main menu go to Extras and then Secrets. Type in: 'imgoingcrazy'. Works in Time Trial.

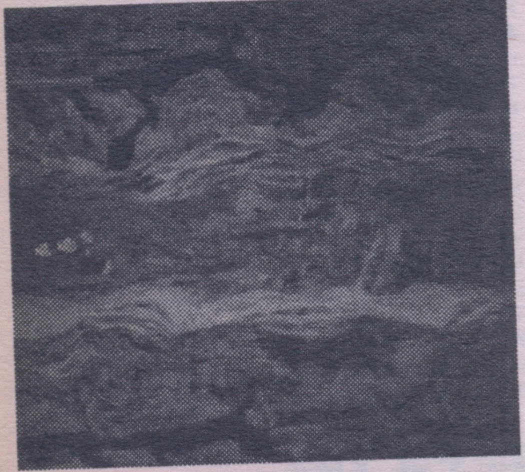
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

PS2

Passages from Genesis extra level: Complete the game. After finishing, choose level select from the main menu and scroll down to Up and Down, which should be flashing. Near the glyph to the side is a boulder. Push this boulder down the hole with a strong current so that you can swim behind it to get through to a lower level. Collect the Power of Sonar and sonar the lights in the four small towers to open the floor. Swim down to a 2D-bonus level.

Pathways from Nowhere extra level: Complete the game. After finishing, choose level select from the main menu and scroll down to Up and Down, which should be flashing. Swim up the long tunnel to the pool above the waterfall. There should be a ring to one side. Find five small crystals (do not go over the waterfall); one is behind some wood, two are in the air and two are sat in the pool. Take each one through the ring. Once all five have been used, follow the rainbow into a side pool to enter a 2D-bonus level.

Dolphin Soccer mini-game: In the Powers of Levitation level, swim into the central structure and down to a Clan dolphin. One of the sidewalls hides a secret room containing a football and a Power of Stealth. Touch the football then continue the level as normal. Finish the game then choose level select. At the end you'll find a bonus mini-game of Dolphin Soccer to get stuck into.



DARK ARENA

GBA

Keys: At the password screen enter KNGHTSFR
Map: At the password screen enter LMSPLLNG
Weapons: At the password screen enter THRBLDNS
Ammo: At the password screen enter NDCRSDRT
Health: At the password screen enter HLGNDSBR

SSX TRICKY

PS2

Master Code: At the title screen hold down L1+R1, then press X, Triangle, Right, Circle, Square, Down, Triangle, Square, Left, Circle, X, Up. Then let go of L1+R1; a noise will confirm correct entry. You must enter this code before you can activate any of the others.

DJ Character: At the title screen hold down L1+R1, then press X (2), Right, X (2), Down, X (2), Left, X (2), Up. Then let go of L1+R1 and a noise will confirm correct entry. Choose any boarder. They will be replaced once on the course by a man in blue with decks on his back.

Full stat points: At the title screen hold down L1+R1, then press Triangle (2), Right, Triangle (2), Down, X (2), Left, X (2), Up. Then let go of L1+R1; a noise will confirm correct entry. All the boarders will now have full stats.

Mallora Board: At the title screen hold down L1+R1, then press X (2), Right, Circle (2), Down, Triangle (2), Left, Square (2), Up. Then let go of L1+R1; a noise will confirm correct entry. Choose Elise and start a track. She will start with the Mallora board and a blue outfit.

PARIS DAKAR RALLY

All the cars: Start a new game with the name ILUMBERJACK to unlock all the different vehicles.

SMUGGLER'S RUN 2

PS2

GLASS CAR: Pause the game and press Left, Up, Right, Down, Right, Up, Left, L2.

UNLIMITED COUNTERMEASURES: When Countermeasures are available, pause the game and tap in R3, R3, R3, R1, R1, R2, R2.

DEAD OR ALIVE 3

XBOX

Costumes: You'll see that each character has two costumes available from the start. However, by choosing either costume with a different button you can get different colours and, with Kasumi, different hair even.

EVIL TWIN CYPRIENS CHRONICLES

PS2

UNLIMITED LIVES: Enter the cheats menu and press X, Square, Triangle, X, Circle

SUPER SHOTS: Enter the cheats menu and press Circle, Triangle, Triangle, Square, X

RAPID FIRE: Enter the cheats menu and press Square, Triangle, X, Triangle, Circle

SIGHTS: Enter the cheats menu and press Circle, Circle, X, Triangle, Square

SNIPE: Enter the cheats menu and press Square, Circle, X, Triangle, Circle

BOUNCES: Enter the cheats menu and press Circle, Square, Circle, Triangle, X

MEDAL OF HONOR: ALLIED ASSAULT

PC

Medal 1: In the second part of the first mission you must rescue both British and American POWs
Medal 2: In the second part of mission 2, maintain your cover, steal the officer's papers from the harbour and the manifest from the sub, then finish the mission
Medal 3: Just survive mission 3
Medal 4: In the third part of mission 4 blow up the two Tiger tanks outside the manor
Medal 5: In the second part of mission five make sure all the 3-tank crew survive
Medal 6: Complete mission 5
Medal 7: At least six rangers must survive from the train in mission 6 - and that doesn't include you

CHEATS

Right click on the Medal Of Honor desktop short cut then select properties. Where it says Target add the following to the end of the command line: +set developer 1 +set thereisnomonkey 1 +set cheats 1 +set ui_console 1 with a space in front. During gameplay press ~ to bring up the console window and type in one of the following codes. Using these cheats should help you get through the tough parts of the game as well as letting you wreak havoc by giving you all the guns and ammo you could ever possibly need.

EFFECT	CODE
God Mode	dog
List Inventory	listinventory
Full Health	fullheal
All Weapons & Ammunition	wuss
Remove Target	notarget
Third-Person View	toggle cg_3rd_person
Display Current Coordinates	coord
Suicide	kill

WRECKLESS

XBOX

AUV: Complete mission A-9
Dragon-SPL: Complete mission A-1
Super Car: Complete mission B-1
Tank-90: Complete mission B-8
Tiger-SPL: Complete mission A-8
Yakuza car: Complete mission B-9

GRAND THEFT AUTO 3

PS2

CHEATS

Enter the following codes during game play. A message will confirm correct entry

Tank
Circle(6), R1, L2, L1, Triangle, Circle, Triangle

Flying car
Right, R2, Circle, R1, L2, Down, L1,

No wanted level
R2(2), L1, R2, Up, Down, Up, Down, Up, Down

Higher wanted level
R2(2), L1, R2, Left, Right, Left, Right, Left

All weapons
R2(2), L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Full health
R2(2), L1, R1, Left, Down, Right, Up, Left, Down, Right, Up

Full armour
R2(2), L1, L2, Left, Down, Right, Up, Left, Down, Right,

More money
R2(2), L1, L1, Left, Down, Right, Up, Left, Down, Right, Up

Destroy all cars
L2, R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1.

Better driving skills
R1, L1, R2, L1, Left, R1(2), Triangle

Increased gore
Square, L1, Circle, Down, L1, R1, Triangle, Right, L1, X

Fog
L1, L2, R1, R2(2), R1, L2, X

Overcast skies
L1, L2, R1, R2(2), R1, L2, Square

Rain
L1, L2, R1, R2(2), R1, L2, Circle

Normal weather
L1, L2, R1, R2(2), R1, L2, Triangle

Invisible cars
L1(2), Square, R2, Triangle, L1, Triangle

Speed up time
Circle(3), Square(5), L1, Triangle, Circle, Triangle

Different costume
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

Pedestrians riot
Down, Up, Left, Up, X, R1, R2, L2, L1

All pedestrians have weapons
R2, R1, Triangle, X, L2, L1, Up, Down

Pedestrians attack you
Down, Up, Left, Up, X, R1, R2, L1, L2

Hookers
Avert your young eyes. In GTAIII get yourself a flashy car such as the Mafia Sentinel and make sure you've got loads of money. Wait until it's dark, then cruise around looking for a hooker. Stop the car. If they get in, drive to a secluded location. Your car will start bouncing up and down. You will see that your money is also going down while your health is going up. Doing this you can get your health over 100 up to 125.
Sent in by Jason Reed via email.

HERDY GERDY

PS2

Herding Stick: In Meadow Village beat Yggdrasil's record by herding some Doops into a pen and Yggdrasil will reward you with the Herding Stick.

Magic Boots: When Grandma asks you to fetch Sara, go to the side area and herd the animals. She will then unlock an area, where you'll find the boots on a rock arch.

Flute: In Midmear go through the double doors and talk to the wizard. Beat his record in the mini-game by herding all the Doops and trapping all the Gromps and he will give you his Flute.

Feather: In Belders Spring there are some Gromp traps and a Bleep pen with bones above them. Entice Gromps and Bleeps into these pens and you can then collect the Feather off of the central mound.

Hammer: When you've herded 50 per cent of the creatures in Moonlit Peaks, make your way to the top of the level and through the double doors. Sneak past Poric to the pot of gold to get his hammer.

Horn: Go to Elven Wood and talk to Elfrin. Herd all the Doops and Honks into their pens and trap the three Gromps in under six minutes. He will give you his horn.

Suit: You get this from Skrag's nest and it lets you swim. Now you can go back through older levels and get all the bells that are in deep water.

Gloves: Just find your way to the mole in Crystal Lake to acquire the Gloves.

PHANTASY STAR ONLINE V2

DC

Difficulties: When playing offline to get to the next difficulty level you need to beat the last boss of the game regardless of what level your character is at. You can also play on harder difficulties online without having to finish the last boss first. Playing on harder difficulties will make levelling up quicker. To access difficulty levels online, just make sure your character's level is high enough. To play Hard difficulty it needs to be above level 20, and for Very Hard, above level 40. To play the new Ultimate difficulty you will have to reach level 80.

BOXING FEVER

GBA

Amateur Series	90HG6738
Top Contender	H7649DH5
Pro Am Series	2GG48HD9
Prof. Series	8G3D97B7
World Title	B3G58318
Survival Mode	G51FF888

JAK AND DAXTER: THE PRECURSOR LEGACY

PS2

Finish the game with over 101 Power Cells for a slightly different ending where Jak and Daxter get to see what's behind the Precursor Door.

TONY HAWK'S PRO SKATER 3

GC

Here are cheats for the GameCube version of this ace skating game.

MASTER CODE: In the cheat screen enter MarkedCards. The sound of money will confirm correct code entry. You will need to enter this cheat to enable the other cheats.

ALL CHARACTERS: In the cheat screen enter Freakshow. The sound of money will confirm correct code entry.

ALL MOVIES: In the cheat screen enter Popcorn. The sound of money will confirm correct code entry.

MAXIMUM STATISTICS: In the cheat screen enter MaxMeOut. The sound of money will confirm correct code entry.

INFINITE SPECIALS: In the cheat screen enter Unlimited. The sound of money will confirm correct code entry.

TONY HAWK'S PRO SKATER 3

XBOX

MOVIES: In the Cheat screen enter ROLLIT and you will unlock all the movies contained in the game.

DRAKAN: THE ANCIENTS GATE

PS2

INVINCIBLE: During gameplay press and hold in this order L1+R2+L2+R1. Then carefully press X, Down, Triangle, Up, Circle, Right, Square, Left. A message will confirm correct code.
GO UP ONE LEVEL: During gameplay press and hold in this order L1+R2+L2+R1. Then carefully press Square, Triangle, Circle, X, Right, Down, Left, Up. A message will confirm correct code entry.
INCREASE SPELL LEVEL: During gameplay press and hold in this order L1+R2+L2+R1. Then carefully press Up, Down, Left, Right, Right, Left, Down, Up. A message will confirm correct code entry.
HEALTH: During gameplay press and hold in this order L1+R2+L2+R1. Then carefully press Triangle, Down, Circle, Left, Square, Right, X, Up. A message will confirm correct entry.

STAR TREK BRIDGE COMMANDER

PC

To get cheat mode, right-click on the games shortcut, go to properties and click on shortcut. Type in TestMode with a space before the T at the end of the shortcut path to enter the game. When you select Quick Battle you'll be able to play on any level. Also, go to the tactical display and press Shift G for god mode, Shift K to damage targeted sub system, Shift R to repair target and Shift Q for 10 Quantum Torpedoes.

PIRATES: THE LEGEND OF BLACK KAT

PS2

Use these codes for a variety of advantages.

INVINCIBILITY: During gameplay hold R1 + R2 and press X, Circle, L3, Triangle, R3, Select, R3, L1, L2, Square. A noise will confirm correct code entry.

INVINICIBILITY (FOR THE SHIP): During gameplay hold R1 + R2 and press Select, Triangle, L1, X, R3, L2, Square, R3, Circle, L3. A noise will confirm correct code entry.

REVEAL BURIED CHESTS: During gameplay hold R1+R2 and press Circle, X, Square, Triangle, L1, Select, L3, L2, L3, R3. A noise will confirm correct code entry. All buried treasure chests will be indicated with a green X on the map.

REVEAL ALL TREASURE CHESTS: During gameplay hold R1 + R2 and press R3, X, Triangle, L3, Circle, L1, Select, L3, Square, L2. A noise will confirm correct code entry. All normal chests will be marked on the map.

ALL TREASURE CHESTS AND KEYS: During gameplay hold R1 + R2 and press Circle, Select, X, Square, R3, L1, L3, L2, Triangle, L3. A noise will confirm correct code
unlimited items: During gameplay hold R1 + R2 and press Triangle, L1, Select, L2, R3, L3, Square, X, R3, Circle. A noise will confirm correct code entry.
GET NEXT SWORD: During gameplay hold R1 + R2 and press R3, Select, L2, L3, Square, X, L1, Circle, L3, Triangle. A noise will confirm correct code entry.

HIGH PITCHED VOICES: During gameplay hold R1 + R2 and press R3, Circle, Select, X, R3, Triangle, L1, Square, L2, L3. A noise will confirm correct code entry.

JEREMY MCGRATH SUPERCROSS WORLD

PS2

LIGHTER GRAVITY: At the main menu, before pushing any other buttons, press Up, Up, Up, Up, R1, Square, Circle. A message saying "you feel lighter" will flash in the bottom left corner of the screen to confirm correct code entry.

UNLIMITED TURBO: At the main menu, before pushing any other buttons, press R2, L1, Square, Circle, Circle, Circle. A message saying "the need for speed" will flash in the bottom left corner to confirm correct code entry.

TONY HAWK'S PRO SKATER 3

GBA

Wolverine: Complete the game in Pro and Sponsor modes with all golds and all goals, with any character, to unlock Wolverine.

Shaun Palmer: Complete the game five times in Pro and Sponsor modes with all golds and all goals, with five different characters, to unlock Shaun Palmer.

Mindy: Complete the game in Pro and Sponsor modes seven times with all golds and all goals, with seven characters, to unlock Mindy.

GENMA ONIMUSHA

XBOX

SAMANOSUKE'S EXTRA OUTFIT: Finish the game on Hard to get an extra costume.

KAEDE'S EXTRA OUTFIT: Complete the game with an S rank and all the Flourites.

MINI-GAME: Finish the game with more than 20 Flourites to unlock Onimusha spirits mini-game. Finish that to unlock Ultimate Mode.

EASY MODE: Start a new game on normal difficulty and die more than five times. After enough dying you will get an option to the play the game on the easy difficulty setting.

AIRBLADE

PS2

J J SAWYER: Finish the game with an S Rank in all levels to unlock J J Sawyer.
NAOMI: Finish the Downtown level with a B Rank to get Naomi.
OSCAR: Complete the whole game with an A Rank in all levels to get Oscar.
INSIDER: Finish Storage Level with a B rank to get the Insider.
STUNT ATTACK: To get Stunt Attack mode complete the game in Story Mode.
ETHAN EXTRA COSTUME: Finish Stunt Attack mode to get an extra outfit for Ethan.
KAT EXTRA COSTUME: Beat Score Attack with high scores for all levels to get an extra outfit for Kat.

WAVERACE BLUE STORM

GC

EXTRA WAVERACE GOODIES.

PASSWORD SCREEN: At the options menu hold down X+Z+Start to unlock the password option.
Lost Temple Lagoon in Time Attack: In the password screen input LQ3TRKTE.
La Razza Canal in Time Attack Hard: In the password screen input MJV8LKL6.
Dolphin Park in Stunt Mode Normal: In the password screen input KTUPWNPD.
Ride a Dolphin: In the password screen input DLPHNMOD.

SONIC ADVENTURE 2

DC

DEVIL CHAO GARDEN

Use one of the three dark characters to raise a Chao into a Dark Chao. If you breed one successfully this will unlock a set of steps leading down to a dark garden.

ANGEL CHAO GARDEN

This is the same as above, only use the good guys to look after your Chao and eventually it will transform into an angel opening up a set of steps leading to a light garden.

BOSS ATTACK

Obtain boss attack mode by completing the game with either set of characters. Finishing the game with both sets of characters will unlock all the bosses for a boss attack.

ICO

PS2

The following goodies can be unlocked by finishing the game once and saving at the end.
Then you need to load this final save which starts a new game and includes all the extras mentioned below.

TWO-PLAYER MODE

Get to the point when Yorda is free and look in the Options menu and change the setting to two-player (make sure you have two joypads plugged in). Now a second player can take control of Yorda.

FILM EDIT OPTION

Once the game has started, look in the Options menu (by pressing pause) to find a new film edit option. This allows you to make the game look like an old film.

YORDA TALK

In the cutscenes where Yorda's talk would be subtitled by weird symbols, they will now be in English, allowing you to understand her easily.

EXTRA WEAPON

Where you would normally get theMace-type extra weapon, you now get something resembling a lightsaber instead.

SUPER MONKEY BALL

GC

CREDIT LEVEL

Finish the game on any difficulty setting and complete all the levels. A bonus level will start during the credits as a reward. This may be the only time you will want to watch the credits in a game.

EXTRA LEVELS

Finish the Beginner mode without losing any lives to unlock three extra levels.

MASTER MODE

Finish the game on Expert without using a continue to unlock an additional difficulty setting.

UNLIMITED CONTINUES

After buying all the mini-games, every time you rack up 2500 points you will be rewarded with a Continue. When you reach nine of these they become infinite.

AMPED: FREESTLYE SNOWBOARDING

XBOX

Enter these cheats in the Cheat Option then press B to exit

Level select, all costumes, gear, and snowboards
GimmeGimme

Perfect jumps
StickiT

Super spins
WhirlyGig

Super statistics
BigsteeZ

Low gravity
MegaLeg

Play as Raven
RidinwRaven

Play as Steezy
ChillinwSteezy

Disable tree collisions
buzzsaW

Bouncy terrain
MegabOUnce

Harder to do flips and spins
KeepnReal

Free movement
ZiPster

DYNASTY WARRIORS 3

PS2

Enter therse at the main menu. People cheering confirms correct entry

UNLOCK ALL CHARACTERS

Press Triangle, R1, R2, L2, L1, Square, R2, L2, Triangle, Square at the main menu.

UNLOCK WEI CHARACTERS

Press Triangle, R1, R1, R2, R1, R2, R2, R2, R1, Triangle at the main menu.

UNLOCK WU CHARACTERS

Press L2, Square, Square, L1, L2, L2, L1, L1, L1, L1 at the main menu.

UNLOCK SHU CHARACTERS

Press L2, Triangle, L2, L2, L2, R2, R2, L2, Square, L2 at the main menu.

UNLOCK ALL BGM SONGS

Press L1, R2, R1, L2, Square, R2, L1, L2, R1, Triangle at the main menu.

UNLOCK OPENING MOVIE EDIT

Press R2, R1, R2, R1, L2, L1, L2, L1, R2, R2 at the main menu.

UNLOCK ALL MOVIES

Press L2, L2, L2, L2, Triangle, L1, L1, L1, L1, R1 at the main menu.

UNLOCK ALL SCENARIOS

Press R1, R1, R1, R1, L1, R2, R2, R2, R2, Square at the main menu.

STAR WARS RACER REVENGE

PS2

To get the following cheats to work you must first enable cheat mode. Do this by setting a record such as for a best lap, most KOs. Then enter your name as NO TIME.

HARD MODE

Enable the Cheat mode, then at the main menu hold down R1+R2+L1+L2 and quickly press Triangle

UNLOCK ALL TRACKS

Enable Cheat Mode, then at the main menu hold down R1+R2+L1+L2 and quickly press Right, Left, Right, Left, Circle, Square, Circle, Square

ART GALLERIES

Enable Cheat Mode, then at the main menu hold down R1+R2+L1+L2 and quickly press Right, Square, Left, Circle, Down, X, Up, Triangle

STAR WARS JEDI KNIGHT 2

PC

To activate the following, you must first enter the console window by pressing Press SHIFT+~ or SHIFT+¬ during gameplay. In the console window type in either helpusobi1 or devmapall to enable cheats. Close the window, then re-open and type in one of the following codes.

INVINCIBLE

Enable cheats and type 'god' in the console window

HEALTH

Same as before, only this time type 'give health'

ARMOUR

Works the same as health, only type 'give armour'

AMMO

Type 'give ammo' in the console window

OTHER CHEATS

To activate the following cheats, you must first enter the console window by pressing Press SHIFT+~ or SHIFT+¬ during gameplay. In the console window type in either helpusobi1 or devmapall to enable cheats.
Close the window, then re-open and type in one of the following codes, followed by the level you wish to set that ability at (1, 2 or 3).

set all lightsabre abilities
setsaberall
set force jump level
setforcejump
set force heal level
setforceheal
set force push level
setforcepush
set force pull level
setforcepull
set force speed level
setforcespeed
set force grip level
setforcegrip
set force lightning level
setforcelightning
set jedi mindtrick level
setforcemindtrick
set force level for all abilities
setforceall
set force level for all abilities
setforceall

STAR WARS: STARFIGHTER SPECIEL EDITION

XBOX

MASTER CODE

Enter EUROPA to unlock everything except multiplayer levels

GOD MODE

Enter EARCHIPS to be invincible

EXPERIMENTAL N-1 STARFIGHTER

Enter FSNEULB to get a better ship

ALL BONUS LEVEL AND SHIPS

Enter OVERSEER to unlock almost everything else

WOLFENSTEIN 3D

GBA

To activate the following cheats all you need to do is press Start to pause the game then hold down L and R followed by one of the button combinations below. A sound will confirm correct code entry.

WEAPONS, KEYS AND AMMO

A, B, B, A, A, A, A, A

NEXT LEVEL

A, B, A, A, B, B, B, A

1 275800 7 100% 99

GOD MODE

A, A, B, A, A, A, A, A

DEUS EX: THE CONSPIRACY

PS2

CHEAT MODE

Start a new game press Select. Then quickly press L2, R2, L1, R1, Start, Start, Start. This unlocks an extra cheat option, which includes God mode.Other highlights are Full Health, Energy, Ammo, Mods as well as all Skills.

STAR WARS: JEDI POWER BATTLES

GBA

Enter NMHOYQR to unlock all the levels with all the characters

SPIDER-MAN

XBOX/PS2/GC

Enter one of the following codes in the Special menu. To disable the code re-enter it. A laughing sound will confirm correct code entry

MASTER CODE

ARACHNID

UNLIMITED WEBBING

ORGANICWEBBING

ALL FIGHTING CONTROLS

KOALA

LEVEL SELECT

IMIARMAS

LEVEL SKIP

ROMITAS

BONUS TRAINING LEVELS

HEADEXPLODY

PLAY AS MARY JANE

GIRLNEXTDOOR

PLAY AS THE SHOCKER

HERMANSCHULTZ

PLAY AS A SCIENTIST

SERUM

PLAY AS A POLICE OFFICER

REALHERO

PLAY AS CAPTAIN STACEY (HELICOPTER PILOT)

CAPTAINSTACEY

PLAY AS SKULLS GANG THUG

KNUCKLES

PLAY AS UNCLE BEN'S KILLER

STICKYRICE

PLAY AS SHOCKER'S THUG

THUGSRUS

GOBLIN-STYLE COSTUME

FREAKOUT

SMALL SPIDER-MAN

SPIDERBYTE

BIG HEAD AND FEET FOR SPIDER-MAN

GOESTOYOURHEAD

ENEMIES HAVE BIG HEADS

JOELSPEANUTS

FIRST PERSON VIEW

UNDERTHEMASK

UNLIMITED GREEN GOBLIN GLIDER POWER

CHILLOUT

STAR WARS: ROGUE LEADER ROGUE SQADRON 2

GC

Enter the following codes in the Password screen. Enter the first part, select proceed then enter the second part. If you do it correctly R2-D2 will make a noise to confirm the code after the second part of the code. Some of the extra levels can only be played by inputting the codes for the level before so if you can't find a level then make sure you've entered the codes for all the bonus levels before.

UNLIMITED LIVES
JPVI?IJC and RSBFNRL

LEVEL SELECT
!??QWTTJ and CLASSIC

ASTEROID FIELD LEVEL
TVLYBBXL and NOWAR!!!

DEATH STAR ESCAPE LEVEL
PYST?OOO and DUCKSHOT

TRIUMPH OF THE EMPIRE LEVEL
AZTBOHII andOUTCAST!

REVENGE ON YAVIN LEVEL
OGGRWPDG and EEKEEK!

ENDURANCE LEVEL:
?WCYBRTC and ??MBC???

NABOO STARFIGHTER
CDYXF!?Q and ASEPONE!

MILLENNIUM FALCON
MVPQIU?A and OH!BUDDY

SLAVE I
PZ?APBSY and IRONSHIP

TIE FIGHTER
ZT?!RGBA and DISPSBLE

TIE ADVANCED X1 PROTOTYPE
NYM!UUOK and BLKHLMT!

IMPERIAL SHUTTLE
AJHH!?JY and BUSTOUR

CAR
!ZUVIEL! and !BENZIN!

ALL TECH UPGRADES
AYZB!RCL and WRKFORIT

ACE MODE
U!?!VWZC and GIVEITUP

MONOCHROME GRAPHICS
LIONHEAD

AUDIO COMMENTARY
BLAHBLAH

SOUND TEST
COMPOSER

ART GALLERY
EXHIBIT!

DOCUMENTARY
?INSIDER

CREDITS
THATSME!

MAX PAYNE

XBOX

More difficulty settings
Finish the game on Fugitive setting to obtain Dead on Arrival and New York Minute settings.

BONUS LEVEL
Finish the game on the New York Minute setting to get an extra level.

EXTRA BONUS LEVEL
Finish the game on the Dead on Arrival setting to unlock an another extra level.

STAR TREK VOYAGER ELITE FORCE STARTS

PS2

All the following codes will only work in the area where you input them so when you reach the another level all the codes will have to be re-entered. In all cases, a voice will confirm correct code entry.

FULL AMMO ON SELECTED WEAPON
Press Start, hold down R1+R2 then press Select.

MAXIMUM AMMO
Press Start then hold down L1+L2+R1+R2+Square.

ALL WEAPONS
Press Start then hold down L1+L2+L3+R1+R2 then press Select.

AUTO TARGET
Press Start then hold down L1+L2 and press Select.

MAXIMUM ARMOUR
Press Start then hold down L1+R1 and then press Select.

MAXIMUM HEALTH
Press Start then hold down L1+L2+R1+R2 then press Select.

GOD MODE
Press Start then hold down L1+L2+R3+R1+R2 then press Select.

GRANDIA

PS2

Finish the game once then start playing a new game. This will be an Alternative Grandia where the items and monsters are in different places.

MR MOSKEETO

PS2

MINI-GAME
At the 'Press Start' screen, rotate the right analog stick clockwise 30 times. You need to do this quickly. This will take you into a mini two-player game called the Reckless Cyclist.

LMA MANAGER 2002

PS2

LOADZA MONEY
Enter MINTED as a name.

SIT BACK AND RELAX
Enter NO BRAINER as a name. This gives you automatic tactics.

SUPER TEAM
Enter AWESOME as a name. This maximises your player skills

TOO MUCH COFFEE
Enter HYPERACTIVE as a name. This makes your players run faster.

WIN WIN WIN
Enter RUN OF FORM as a name. This lets you win every game.

DREAM TEAM
Enter FANTASY as a name. This lets you buy almost any player.

INSTANT STADIUM
Enter QUICK DRY as a name.

MEDICINE MAN
Enter HEALING HANDS as a name. This lets your players heal faster.

SELECTIVE SIGHT
Enter MUST BE BLIND as a name. This gives you a blind referee

ISS 2

PS2

The following cheat must be activated at the 'Press Start' screen. The teams can only be used in friendly matches and cannot be saved.

ALL STAR TEAMS
Tap in X, X, Triangle, Triangle, Circle, Square, Circle, Square, L1, R1, L3, R3, then press Start + Select. This will unlock all the All Star Teams, including Euro Star and World Star Teams.

LEGEND TEAMS
Tap in Triangle, Triangle, X, X, Square, Circle, Square, Circle, L1, R1, L3, R3, then press Start + Select. This unlocks the Legend Teams including Legends of '90 England Legends and Brazil Legends.

ISS 2

XBOX

Enter the following codes at the title screen. They are only usable in friendly matches and cannot be saved.

ALL STAR TEAM
A, A, Y, Y, B, X, B, X, L, R, L3 (click left stick), R3 (click right stick), Select+Start.

BIG HEAD
Down, Right, Up, Left, A, B, Y, X, White, Black, Start+Select

2-D PLAYER
L3, L3, R3, R3, L, R, Black, White, B, A,

TIGER WOODS PGA TOUR 2002

PS2

Use the following codes in the password option to unlock extra players.

RDRANOEL130	Justin Leonard
GZEPOL10R	Solita Lopez
WAWAGINAT07I	Melvin "Yosh" Tanigawa
ENOXAF14D	Brad Faxon
TSWERDNA120	Cedric "Ace" Andrews
SNAMWEN172	Kellie Newman
UYBELPPA160	Stuart Appleby
INEZNAJ11W	Lee Janzen
EYTNOM09E	Colin Montgomerie
RVESNOV08G	Erika "Ice" Von Severin
OKYRUF05R	Jim Furyk
01UTAVAAT06T	Moa "Big Mo" ta'a Vatu
DYAGEB04E	Notah Begay
SHGNIS03P	Vijay Singh
0KIVENRAP02U	Jesper Parnevik
2TREPUS01S	Super Tiger Woods

TONY HAWK'S PRO SKATER 3

PC

Pause the game and enter Options. In the Cheat menu enter the master code first. Then you can use the other cheats. Submitted by Richard Ryan.

Master code	backdoor
Level select	roadtrip
Characters	YOHOMIES
All decks	GiveMeSomeWood
Created skaters	WeEatDirt

FREQUENCY

PS2

CHEAT MODE

At the title screen press Down, Right, Up, Left, Left, Up, Right, Down. This will let you activate the following codes:

AUTOCATCHER

During game play press Left, Right, Right, Left, Up.

MULTIPLIER

During game play press Right, Left, Left, Right, Up.

THE ELDER SCROLLS III: MORROWIND

PC

Press ~ during gameplay to display the console window, then type player--> followed by one of the cheats below.

FIGHT MODE

Setflying 1

SUPERJUMPS

setsuperjump 1

WALK ON WATER

setwaterwalking 1

BREATHE UNDERWATER

setwaterbreathing 1

SET PLAYER LEVEL

setlevel (number)

SET MAXIMUM FATIGUE VALUE

setfatigue (number)

SET MAXIMUM MAGIC VALUE

setmagicka (number)

SET PLAYER HEALTH

sethealth (number)

ADD INDICATED AMOUNT OF GOLD

additem gold_100 (number)

SHOW ALL THE TOWNS ON FULL MAP

fillmap

TOGGLE GOD MODE

togglegodmode

SOLDIER OF FORTUNE

PS2

GOD MODE

During gameplay press Select, then hold down L1 + L2 + R1 + R2 + Square and press Left.

INVISIBLE

During gameplay press Select, then hold down L1 + L2 + Square and press Left.

FULL AMMO

During gameplay press Select, then hold down R1 + Square and press Left.

HEAVY WEAPONS WITH AMMO

During gameplay press Select, then hold down L2 + R2 + Square and press Left.

LIGHT WEAPONS WITH AMMO

During gameplay press Select, then hold down L1 + R1 + Square and press Left.

NO CLIPPING

During gameplay press Select, then hold down L1 + L2 + R1 + Square and press Left.

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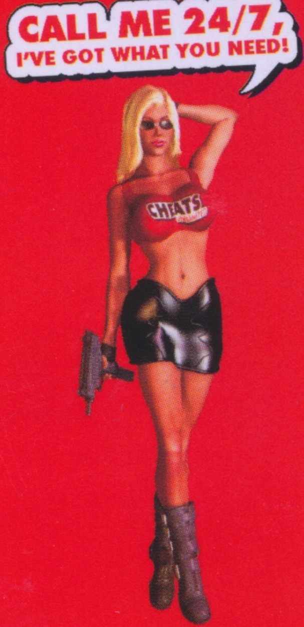
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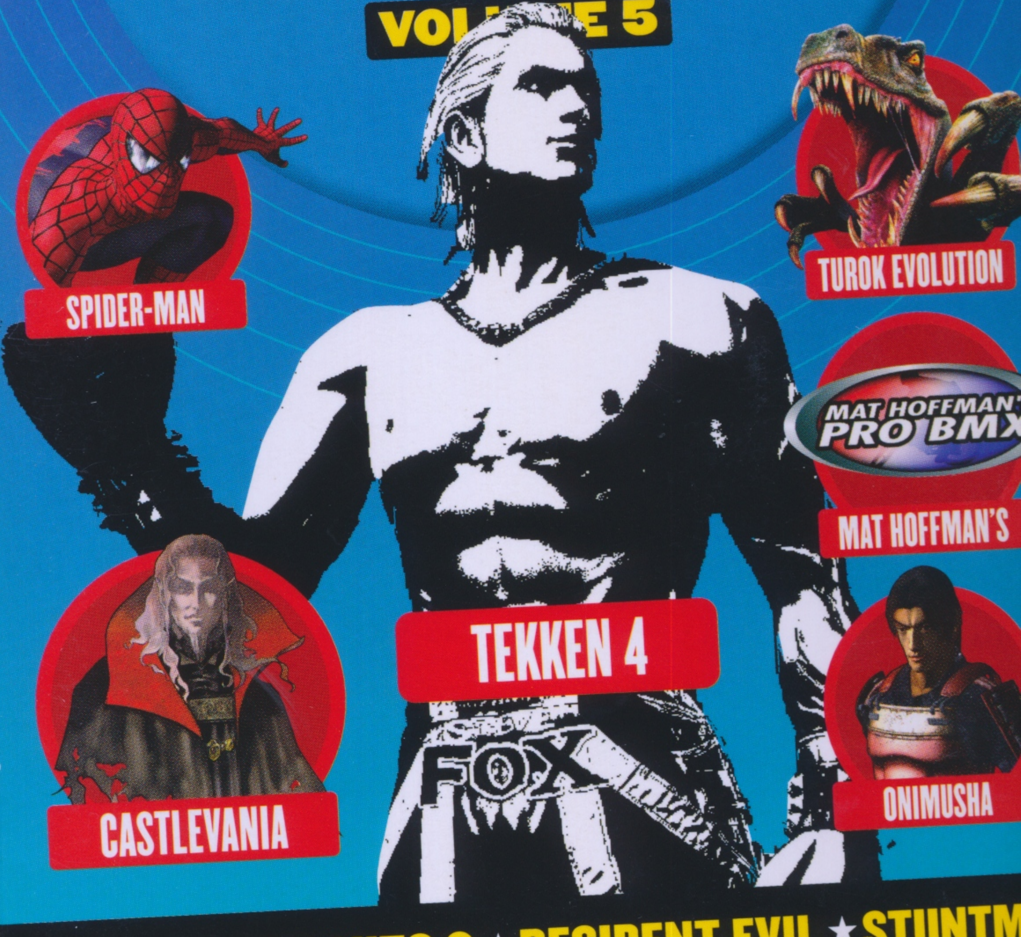
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